PS2 DEMO DISC INSIDE! THE BEST DISC EVER! FINAL FANTASY X • SSX TRICKY • TIMESPLITTERS 2
HALF-LIFE • OKAGE: SHADOW KING • CRASH BANDICOOT AND MORE!

ZIFF DAVIS MEDIA

FINAL FANTASY X: 1 OF 3 YUNA

FEBRUARY 2002
ISSUE 53

OFFICIAL U.S. PlayStation MAGAZINE

TIMESPLITTERS 2 EXCLUSIVE

PLAYABLE DEMO INSIDE!

STATE OF EMERGENCY

THE GUILTY PLEASURES OF CAUSING MAYHEM

TRIPPIEST GAME EVER

SEGA'S NEW MASTERPIECE

MAKE GAMES COOLER

Official U.S. PlayStation Magazine Issue 53 (February 2002)

BEHIND THE SCENES

FINAL FANTASY X

DEMO • REVIEW • INSIDE STORY

24 PS2 REVIEWS

INCLUDING: MAX PAYNE, PARAPPA 2, AIRBLADE, DRAKAN, NBA 2K2 AND REZ

FINAL FANTASY XI

SCREENS AND DETAILS REVEALED

Licensed by Sony Computer Entertainment of America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment, Inc.

TRICKS & TIPS! METAL GEAR SOLID 2 WALK-THROUGH • GTA 3 SECRETS
SSX TRICKY TIPS • TONY HAWK 3 GUIDE AND TONS OF TRICKS!

Feb. 2002
$8.99 U.S.
$11.99 Canada
Display Until Feb 11
02>
0 70992 06968 2
WWW.PLAYSTATIONMAGAZINE.COM

Choose Your Battle
Nowhere is safe. From the caves below to the skies above, evil
you'll fight the forces of darkness that threaten civilization

MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

Drakan: The Ancients' Gates is a trademark of Sony Computer Entertainment America Inc. Develop

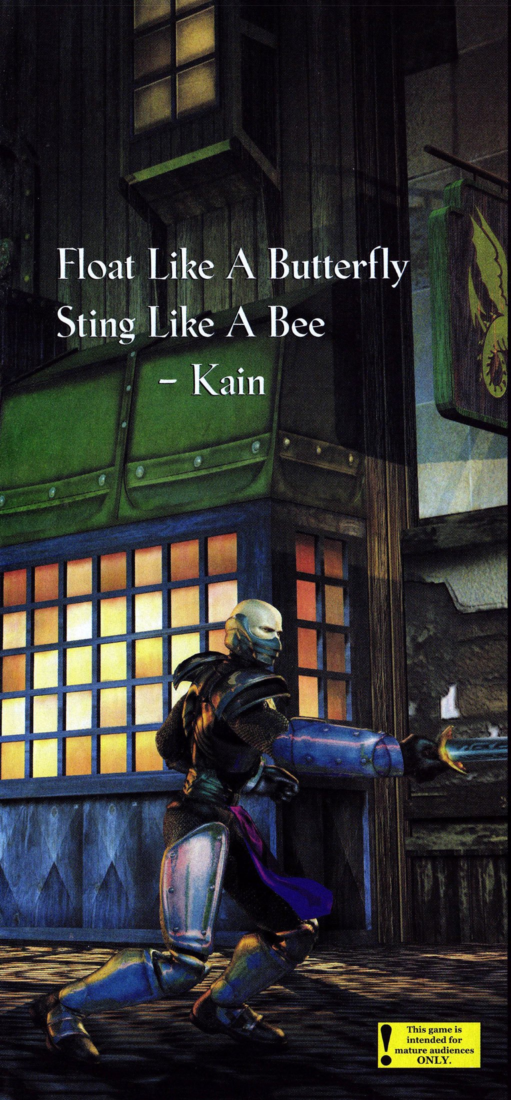
www.scea.com
Drakan
The Ancients' Gates
ll attack from all sides. As Rynn and Arokh,
o sharpen your swords and prepare for battle.
PlayStation 2

Software, Inc. © 2002 Sony Computer Entertainment America Inc.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

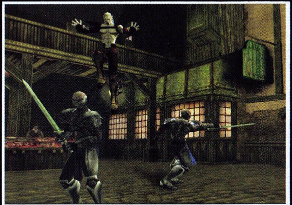
EIDOS
INTERACTIVE
GAMES WITH CHARACTER
CRYSTAL DYNAMICS



This game is intended for mature audiences ONLY.

XBOX

PlayStation 2



March 2002, Kain returns to video gaming's high-throne of bloodthirsty bad-asses.

When battle-ax and sword edges dull, Kain turns to Dark Gifts such as rupture and possession.

Whether in pursuit of power or just for the thrill of the kill, Kain's lust for blood is inspiring.

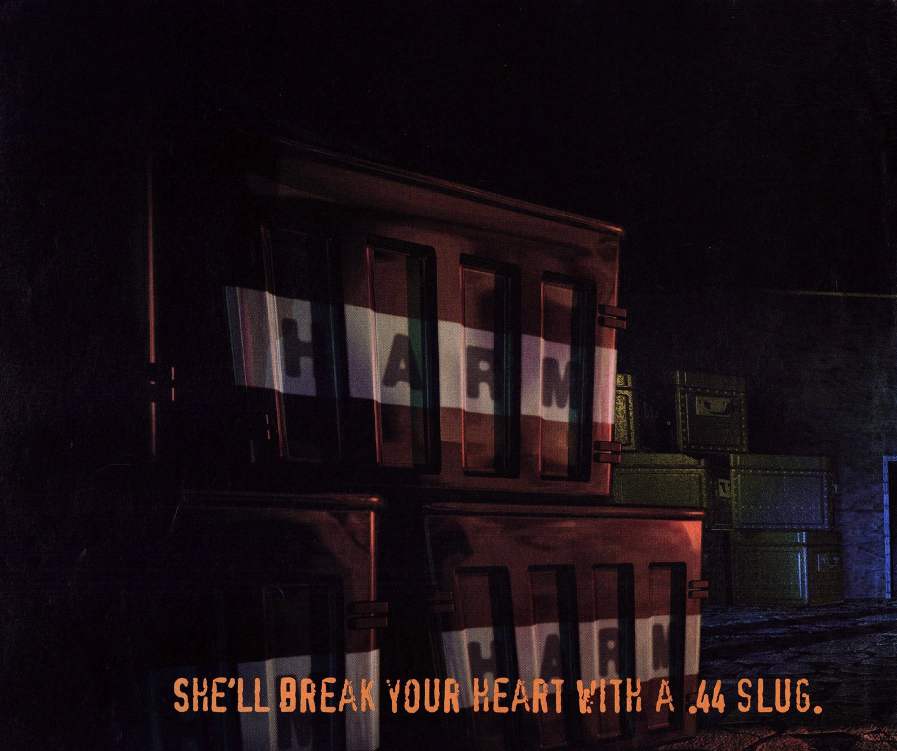
THE LEGACY OF KAIN SERIES

BLOOD OMEN 2

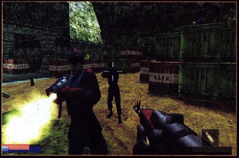
Kain Awakens This March

www.LegacyofKain.com

Developed by Crystal Dynamics. ©2001 Crystal Dynamics. Blood Omen 2, Crystal Dynamics and the Crystal Dynamics logo are registered trademarks of Crystal Dynamics. Crystal Dynamics is a wholly owned subsidiary of Eidos Interactive, Inc. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.



The Best Single Person Shooter of the Year* is back—with over 60 levels of hard-core gaming adventure. You'll discover four never-before-seen levels and get a taste of Cate Archer's criminal past. Armed with 30 unique weapons, fast vehicles, quick wit and the stealthiest moves around, she's ready to take on any enemy. Are you?



TEEN
T
CONTENT RATED BY
ESRB

Comic Mischief
Mild Language
Violence

*Computer Gaming World, 2000

PlayStation 2

MONOLITH™

FOX INTERACTIVE™

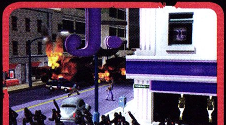
SIERRA™

THE OPERATIVE™
No One Lives Forever™
nolf.sierra.com

©2002 Twentieth Century Fox Film Corporation and its licensors. All rights reserved. Sierra is a trademark of Sierra On-Line, Inc. The Operative, No One Lives Forever and Fox Interactive are trademarks of Twentieth Century Fox Film Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc.

STATE OF EMERGENCY

TRY TO TOPPLE THE CORPORATION
OR SIMPLY CAUSE COMPLETE MAYHEM



WATCH YOURSELF - DEATH SQUADS PROWL
THE STREETS LOOKING FOR TROUBLE

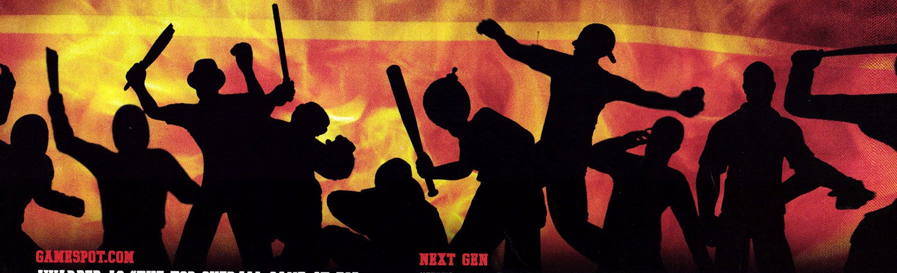
PREPARE TO FIGHT TONS OF PEOPLE AT
ONE TIME, USING SPECIAL SKILLS
AND BRUTE FORCE

MATURE
M
CONTENT RATED BY
ESRB

Blood and Gore
Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. State of Emergency game (c) 2001 VIS entertainment plc. State of Emergency and the State of Emergency logo are trademarks of VIS entertainment plc. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Copyright 2001. All Rights Reserved.

A SHADOWY CORPORATION HAS SEIZED CONTROL OF YOUR COUNTRY.
THE PEOPLE HAVE TAKEN TO THE STREETS IN PROTEST.
A STATE OF EMERGENCY HAS BEEN DECLARED
AND IT IS NOW TIME FOR YOU TO FIGHT FOR YOUR FREEDOM.



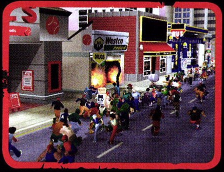
GAMESPOT.COM
AWARDED AS "THE TOP OVERALL GAME AT E3"

GAMEPRO
"E3 SHOWSTOPPER" AWARD

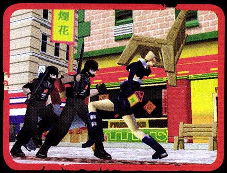
EGM
"GUILTIEST PLEASURE" AWARD AT E3

NEXT GEN
"WE'RE THINKING ROCKSTAR'S STATE OF EMERGENCY MAY TAKE THE CLASSIC OLD SCHOOL BRAWLER TO THE NEXT LEVEL OF INTENSITY."

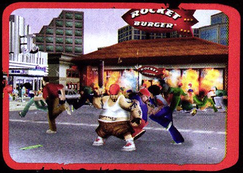
IGN.COM
"IT'S ORIGINAL, IT'S WILD, AND FROM WHAT WE'VE SEEN AND PLAYED, IT'S AS FUN AS THEY COME."



PREPARE FOR CHAOS AS HUNDREDS OF PEOPLE FILL THE SCREEN - EACH CITIZEN REACTS DIFFERENTLY TO EVENTS



PICK UP ITEMS OFF THE STREET AND USE THEM TO FIGHT YOUR OPPRESSORS



DEEP SELECTION OF HAND-TO-HAND FIGHTING MOVES AND TONS OF SUPER-DESTRUCTIVE WEAPONS ARE AT YOUR DISPOSAL

PlayStation®2

VIS

"YOU ARE ABOUT TO EMBARK UPON THE GREAT CRUSADE."

General Dwight D. Eisenhower, D-Day.

PARACHUTE INTO THE WAR as Lt. Jimmy Patterson of the Air Transport Corps in Medal Of Honor: Frontline for the PlayStation®2 Computer Entertainment System. After taking part in the largest aerial troop drop in history, you'll fight the Axis Powers as an agent of the OSS. Battle on the front lines or go it alone behind enemy lines using over 20 authentic WWII weapons to bring down the Third Reich. Survive the first deadly mission and you're only 17 more away from victory.

MEDAL OF HONOR
FRONTLINE

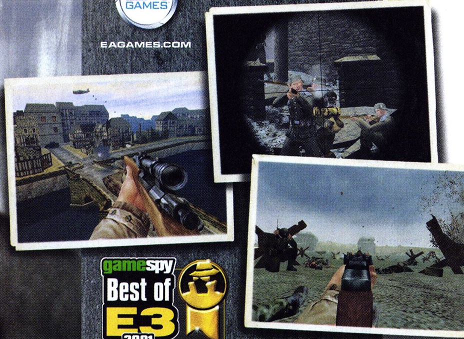
You don't play. You volunteer.
www.moh.ea.com

PlayStation®2

PRODUCTS RANGE FROM RATING PENDING TO TEEN
RP-T
CONTENT RATED BY ESRB

EA GAMES

EAGAMES.COM



gamespy
Best of
E3
2001
Action

STEP INTO THE BOOTS of Lt. Mike Powell of the First Ranger Battalion in Medal Of Honor: Allied Assault for your PC. Join the 'special infantry' as an elite soldier trained to execute covert missions in advance of major Allied offensives. Fight with a crack unit or go it alone using over 20 authentic WWII weapons to defeat a vicious, motivated enemy. But remember with six harrowing campaigns, the only reward for victory is another deadly mission.

MEDAL OF HONOR
ALLIED ASSAULT

You don't play. You volunteer.
www.moh.ea.com

PC
CD
ROM

©2001 Electronic Arts Inc. Medal of Honor Allied Assault, Medal of Honor Frontline, EA GAMES, the EA GAMES logo and Electronic Arts are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Medal of Honor is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries for computer and video game products. EA GAMES™ is an Electronic Arts™ brand. 'PlayStation' and the 'PS' Family logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks are the property of their respective owners. GameSpy and the GameSpy logo are trademarks of GameSpy Industries.

THE MAGAZINE
Editor in Chief **John Davison**
Managing Editor **Gary Steinman**
Previews Editor **Chris Baker**
News Editor **Sam Kennedy**
Reviews Editor **Joe Rybicki**
Associate Editor **Todd Zuniga**
Gossip Columnist **Clish MacLaver**
Editorial Contributors **Robert Ashley, Zoe Flower, Christopher Hickman, Ravi Hiranand, Chris Johnston, John Ricciardi, John Scalzi, Greg Sewart, Peter Suciu**
Japanese Correspondent **Yutaka Ohbuchi**
European Correspondent **Axel Strohm**
Copy Editor **Jennifer Whitesides**

DESIGN
Senior Art Director **Bob Conlon**
Art Directors **Donna O'Hara, Jim Cordano**
Illustration **Mike Krahulik, Penny Arcade, Pixel Pushers, Mike Reisel**

PRODUCTION
Manufacturing Director **Carlos Lugo**
Senior Production Manager **Anne Marie Miguel**
Assistant Production Manager **Teresa Newson**
Pre-Media Manager **Dave McCracken**
Assistant Pre-Media Manager **Mike Vallas**

TECHNOLOGY
Project Leader **Mark LeFebvre**

ZD GAME GROUP
Senior Vice President **Dale Strang**
Editorial Director **John Davison**
Creative Director **Simon Cox**
Business Director **Cathy Bendoff**

CIRCULATION
Circulation Director **Joan McInerney**
Circulation Director **Shirley Viel**
Senior Newsstand Sales Manager **Don Galen**

SUBSCRIPTION SERVICE NUMBER
(800) 627-6458 (U.S. and Canada only)
http://service.playstationmagazine.com
playstation@neodata.com

TO SUBSCRIBE ONLINE
http://subscribe.playstationmagazine.com

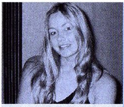
ADVERTISING INQUIRIES CONTACT
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher **Lee Uniacke**
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher **Suzie Reider**
415-357-4915 • suzie@ziffdavis.com
Regional Sales Manager/East Coast Territory **Marc Callison**
630-382-9034 • marc_callison@ziffdavis.com
District Sales Representative/East Coast Territory
Tallie Fishburne 617-354-0284 • tallie_fishburne@ziffdavis.com
Account Executive/East Coast Territory **Emily Olman**
415-357-5226 • emily_olman@ziffdavis.com
Regional Sales Manager/Pacific Northwest and Bay Area Peninsula
Ian Sinclair 415-357-4925 • ian_sinclair@ziffdavis.com
Account Exec./Pacific Northwest & Bay Area Peninsula **Mary Gray**
415-547-8782 • mary_gray@ziffdavis.com
Regional Sales Manager/Southwest Territory **Karen Landon**
760-942-6277 • karen_landon@ziffdavis.com
Senior Account Executive/Southwest Territory **Linda Philapil**
415-547-8781 • linda_philapil@ziffdavis.com
Regional Sales Manager/Texas, Washington, San Francisco Territory **Marci Yamaguchi**
415-357-4944 • marciy@ziffdavis.com
Account Executive/TX, WA, San Francisco Territory **Meighan O'Rourke**
415-357-4920 • meighan_orourke@ziffdavis.com
Senior Marketing Manager & Creative Director **Rey Ledda**
415-547-8775 • rey_ledda@ziffdavis.com
Associate Marketing Manager **Annie Lipscomb**
415-547-8248 • annie_lipscomb@ziffdavis.com
Advertising Coordinator **Tipler Ubbelohde**
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistant **Kristeen Laut**
415-547-8778 • kristeen_laut@ziffdavis.com
Sales Assistant **Cheryl Farrell**
415-547-8783 • cheryl_farrell@ziffdavis.com

Hang out with us and chat

John Davison
Editor in Chief

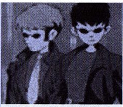
About the time that our last issue went to print, we finally got around to launching our new Web site. We've not had much of a Web presence of late. In fact, it's diminished significantly since our partnership with the awesome Gamespot ended over a year ago. We're all fired up now, though, thanks to our new group Web site (which we share with our sister magazines *Electronic Gaming Monthly, Computer Gaming World, GameNOW, XBN, Expert Gamer* and *Pocket Games*) www.gamers.com. Check out the site, bookmark it, set it as your homepage, register for the newsletter, and tell all your friends. It's fabulous. Then check out the forums and come join us in the area that we've set aside for chatting with you all. You can get to the forum easily by going to our page, www.playstation-magazine.com and clicking on the "chat with the editors" button in the top right. Be nice and friendly and we'll let slip gems of knowledge and wisdom that don't always make their way into the magazine.

About our contributors



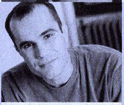
ZOE FLOWER
Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, she's an animator and illustrator, she makes very cool Web sites, and she somehow has time to play games as well.
www.zoeflower.com

RYAN LOCKHART
As gangly as he is witty, Ryan works his magic at 7 Studios, where he hopes to "save the games industry from the inside out." Formerly an *EGM* staffer, he wiles away his nights playing GTA3 and running over innocent pedestrians.

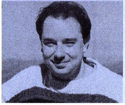


PENNY ARCADE
They make us laugh. And we're betting they'll make you laugh, too. Read the Penny Arcade guys' strip for the month, then visit their Web site for even more. And don't forget to order their new book while you're at it.
www.penny-arcade.com

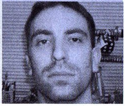
JOHN SCALZI
A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New York City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. He also runs the popular www.gamedad.com



CHRISTOPHER HICKMAN
When Christopher isn't amusing his mass of Manhattan followers, he spends time as a researcher-reporter for *Vanity Fair*. His work can also be found in *TimeOut New York*, *The Freedonian* and *Sweet Fancy Moses*.



PETER SUCIU
Freelance writer Peter Suciu, who found the time to do our home-theater roundup, has also contributed to *PC Magazine* and *Wired*. He lives in a cramped NYC apartment with fellow writer (and wife) Enid Burns. They enjoy watching DVDs.



Official U.S. PlayStation Magazine Mission Statement

The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD ® eC CONTENT RATED BY ESRB

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE ® E CONTENT RATED BY ESRB

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up. E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN ® T CONTENT RATED BY ESRB

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE ® M CONTENT RATED BY ESRB

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY ® AO CONTENT RATED BY ESRB

ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

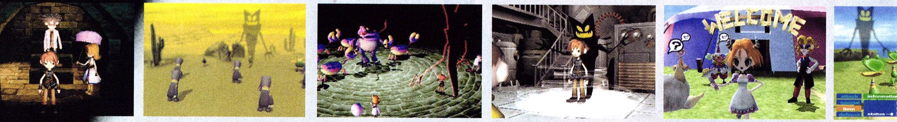
WWW.ESRB.ORG

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Periodicals Postage Paid at New York, NY 10016 and additional mailing offices. Single-issue rate: $7.99 ($8.99 for October and December). Subscription Rates: One Year (12 issues and 12 demo discs) $49.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. For Subscription Service Inquiries call us at: 800.627.6458 U.S. and Canada, or (303) 604-7445 all other countries. Fax us: 850.683.4094 U.S. and Canada, or 303.604.0518 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials. Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of Ziff Davis Media Inc. Copyright © 2001 Ziff Davis Media. All Rights Reserved. Reproduction in whole or in part without permission is prohibited. For permission to reuse material in this publication or on www.playstationmagazine.com, or to use our logo, contact Ziff Davis Media's Rights and Permissions Manager: Olga Gonopolsky, Ziff Davis Media Inc., 28 East 28th Street, New York, NY 10016. Tel: 212-503-5438. Fax: 212 503-5420. E-mail: olga_gonopolsky@ziffdavis.com. For reprints, contact Reprint Services at 800-217-7874. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes. The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

PlayStation 2

ARE YOU IN CONTROL OF YOUR SHADOW?

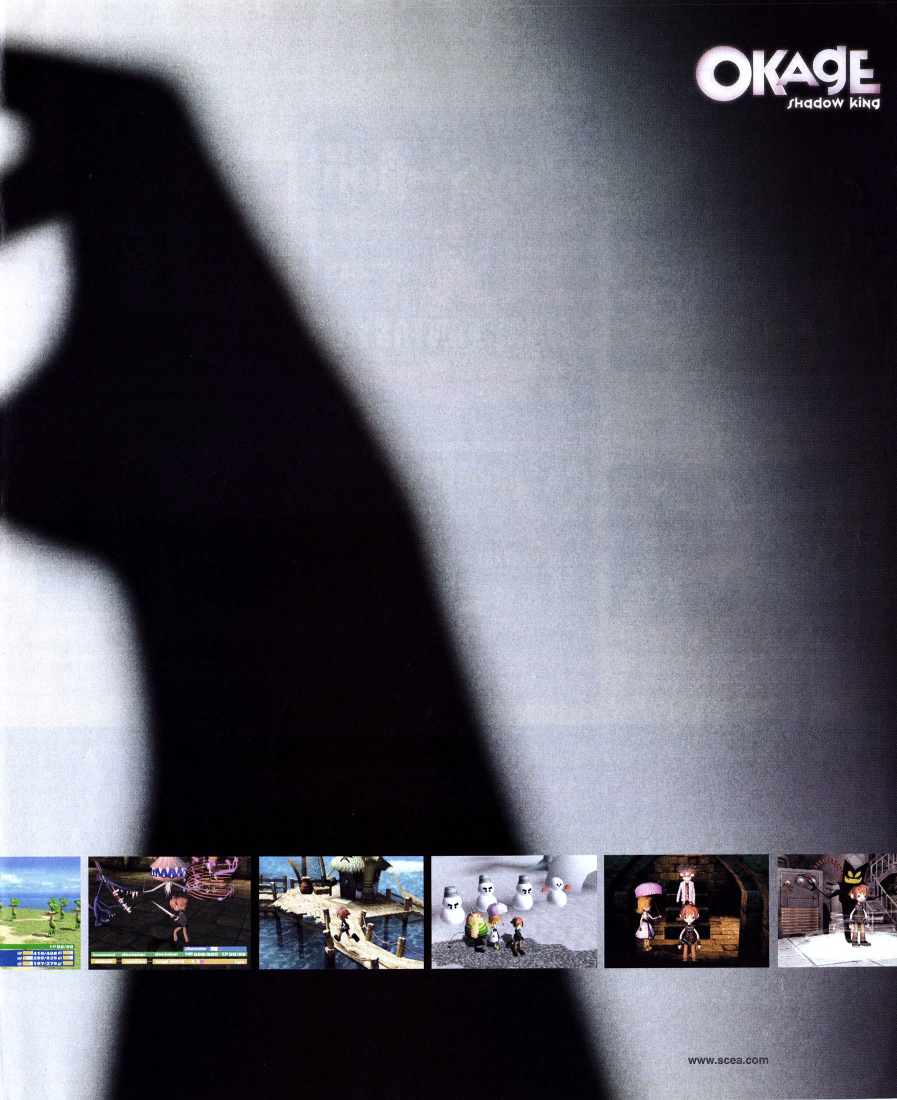
Don't be certain. At least, not until you meet Ari, a young boy from the village of Tenel who has lost control of his to the spirit of a 300 year old evil king. Now it's up to you to join him on a quest to help win it back. Along the way, solve puzzles, decipher mysterious clues and fight battles in a bizarre adventure that will test your wits, skill and make you question the proof of your own reality.



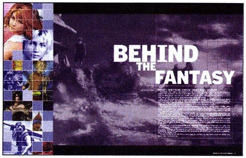
TEEN
T
CONTENT RATED BY ESRB

Comic Mischief
Mild Language
Mild Violence

OKAGE: Shadow King ©2001 Sony Computer Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.


OKAGE
shadow king
www.scea.com

CONTENTS


BEHIND THE FANTASY

Final Fantasy X • 92

The Final Fantasy series is much more than just a game. It's a culture. We put you behind the scenes of the newly released FFX, where there's something for every FF fan, and then some.

REZ-OLUTE

54 • Rez-olute

Who needs realism? Tetsuya Mizuguchi, the creator of Sega Rally and producer of Space Channel 5, has slowly been moving toward complete creative freedom, and with Rez, he's as far away from real as it gets.

PS2 DEMO DISC INSIDE! THE BEST DISC EVER! FINAL FANTASY X • SSX TRICKY • TIMESPLITTERS 2 • HALF-LIFE • OKAGE: SHADOW KING • CRASH BANDICOOT AND MORE!

FEBRUARY 2002 ISSUE 53

OFFICIAL U.S. PlayStation MAGAZINE

TIMESPLITTERS 2 EXCLUSIVE PLAYABLE DEMO INSIDE!

TRIPPIEST GAME EVER SEGA'S NEW MASTERPIECE

STATE OF EMERGENCY THE GUILTY PLEASURES OF CAUSING MAYHEM

MAKE GAMES COOLER ALL THE GEAR YOU NEED, AND HOW MUCH IT COSTS

BEHIND THE SCENES FINAL FANTASY X DEMO • REVIEW • INSIDE STORY

24 PS2 REVIEWS INCLUDING: MAX PAYNE, PARAPPA 2, AIRBLADE, DRAKAN, NBA 2K2 AND REZ

FINAL FANTASY XI SCREENS AND DETAILS REVEALED

TRICKS & TIPS! METAL GEAR SOLID 2 WALK-THROUGH • GTA 3 SECRETS • SSX TRICKY TIPS • TONY HAWK 3 GUIDE AND TONS OF TRICKS!

Cover Talk

Three covers? Yep. With such a fine selection of babes, Final Fantasy X deserves no less. So go ahead and collect them all! And when you're done ogling our covers, write us at opm@ziffdavis.com (subject: "FFX hotties") and let us know which one is your fave.

HOME THEATER FOR ANY BUDGET

Buying a PS2 was only the first step. Now it's time to upgrade the rest of your living-room setup so you can truly enjoy the best your system has to offer.

38 • High-Tech on a Budget

You want to have the best possible PS2 sessions, don't you? That's why we swing in to show you the best gear at varying prices, so you can experience all of your favorite games at their peak without risking your rent money.

FINAL FANTASY XI

74 • Final Fantasy XI

We've got the latest screens and info on Square's next chapter in its continuing series. Find out all the details on the first-ever online Final Fantasy. After you're done with FFX, after all, you'll need *something* to look forward to!

SPIN

32 Online Delay
So what's the deal with Sony's online plans? We give you the full update.

33 Lord of the Rings
The latest on all the games based on Tolkien's works.

34 Calendar

38 Tech Specs
Need a new home-theater setup? Here's what to buy.

40 Metal Gear Solid 2
Six degrees of separation. An all-star Dream Cast and more MGS2.

44 Call 911
Rockstar's new riot game keeps turning heads and scaring politicians.

46 Non-sports for you
Want to play a sports game without all the sports? Look no further.

48 PSAT

50 Only in Japan

50 Timeline
Soul Reaver 2.

51 False Starts
This month we feature Core, the eventual makers of Tomb Raider.

52 Forgotten Gems

52 Sightings

52 Scanning Spears
We give you an update on everyone's favorite pop princess: Britney.

54 Rez-olute
An interview with Sega's Tetsuya Mizuguchi.

58 Age of Empires II
What ever happened to it? We tell you.

58 Clish MacClaver
We've got the latest rumors on Grand Theft Auto IV, Final Fantasy Tactics 2 and a Metal Gear Special. And then some.

60 PlayStation Year 4
Remember back when the PlayStation was four? Just in case you don't, we remind you.

62 CD Reviews

66 DVD Reviews
The original video game movie, *Tron*, along with *Ocean's 11*.

68 Hollywood Banter
We bring you the latest info around Tinseltown, including news about the tempting Halle Berry and funnyman Jim Carrey.

70 Top 10 Charts

REGULAR BITS

Demo Disc • 18

You'll need a lot of sticks to shake at this disc. It's absolutely stacked with playables.

Input • 24

E-mail us at **OPM@ziffdavis.com** or we'll never put your name in our magazine. Promise.

Spin • 32

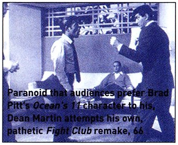
Another jam-packed Spin section filled with more than enough to make you a PlayStation expert.

Top Secrets • 122

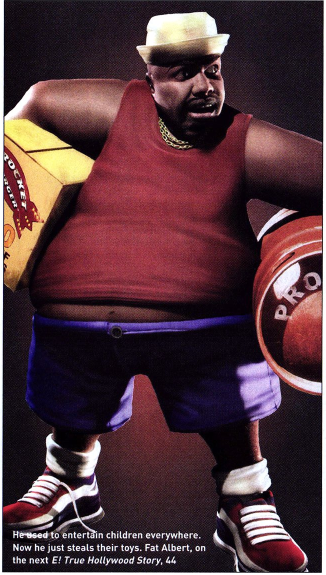
Having trouble snaking through the first half of MGS2? We'll hold your hand. Plutonically, of course.

P.S. • 134

Fun with URLs, guilty pleasures and the Anti-Frodo. Ready to laugh? Then you're ready for our latest P.S.

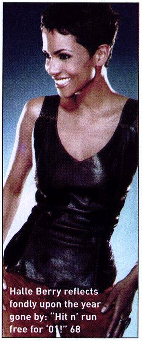


Paranoid that audiences prefer Brad Pitt's *Ocean's 11* character to his, Dean Martin attempts his own, pathetic *Fight Club* remake, 66

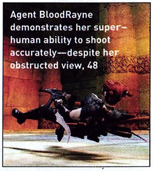


He used to entertain children everywhere. Now he just steals their toys. Fat Albert, on the next *E! True Hollywood Story*, 44

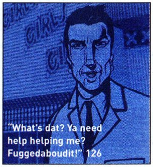
No matter how crazy Britney's hair may get, we're *still* looking at the same place, 52



Halle Berry reflects fondly upon the year gone by: "Hit n' run free for '01!" 68



Agent BloodRayne demonstrates her superhuman ability to shoot accurately—despite her obstructed view, 48



"What's dat? Ya need help helping me? Fuggedaboudit!" 126

Halle Berry photo courtesy of WireImage.com

PREVIEWS

PLAYSTATION 2

Blade 2 75
Dropship 79
E.O.E.: Eve of Extinction 78
ESPN Int'l Winter Sports 82
ESPN X Games: Snocross 78
Final Fantasy XI 74
Freekstyle 80
Monster Jam 80
Pac-Man Fever 82
Romance of 3 Kingdoms VII ..84
Salt Lake 2002 80
Soul Calibur 2 86
Spider-Man 76
Star Wars: Jedi Starfighter ..84
Star Wars: Racer Revenge 78
Tekken 4 88
Tiger Woods PGA Tour 2002 .84
TimeSplitters 2 82
UFC: Throwdown 86
Woody Woodpecker 86
X-Men: Next Dimension 75

PS one

Dragon Warrior IV 90

REVIEWS

PLAYSTATION 2

Final Fantasy X 104
Airblade 106
Drakan: Ancients' Gates 106
ESPN Winter X Games Snowboarding 2002 106
Forever Kingdom 106
Frogger 107
Gitaroo-Man 107
Grandia II 107
Jade Cocoon 2 107
Jeremy McGrath Supercross World 108
Legends of Wrestling 108
MotoGP2 108
Namco Museum 108
NCAA March Madness 2002 110
Max Payne 110
NBA 2K2 112
NFL GameDay 2002 112
PaRappa the Rapper 2 112
Paris-Dakar Rally 113
Rez 113
Star Trek Voyager: Elite Force 113
Tsugunai: Atonement 114
Wave Rally 114
Wizardry: Tale of the Forsaken Land 114
World Tour Soccer 2002 114

PS one

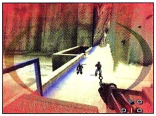
Atari Anniversary Edition Redux 116
Harry Potter and the Sorcerer's Stone 118
Hoshigami: Ruining Blue Earth 116
IHRA Drag Racing 117
Mega Man X6 116
NBA Live 2002 117
Putter Golf 117
Tennis 118

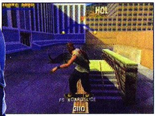
Final Fantasy XI

A REAL FANTASY

Last time we had a PS2 demo disc, we were lost for days absorbing every nook and cranny. This month, your thumbs are going to bleed from playing all of the fantastic demos. Plus, you can take a shot at TimeSplitters 2 before anyone else does. Pretty sweet. Besides the playables, you're in for a treat with this month's selection of behind-the-scenes work. *PlayStation Underground* has outdone itself once again.

PlayStation
PlayStation 2





Kazushige Nojima
scenario writer – final fantasy x

PLAYABLE:

Crash Bandicoot: The Wrath of Cortex • Dynasty Warriors 3 • Final Fantasy X • Half-Life • Okage: Shadow King • SSX Tricky • Thunderstrike: Operation Phoenix

TIMESPLITTERS 2

This was our first hands-on with this much-anticipated sequel—and we figured we'd share it with you.

VIDEO:

Batman: Vengeance • Grandia 2 • Jade Cocoon 2 • Splashdown • Tony Hawk's Pro Skater 3

DOWNLOADS:

- Capcom vs. SNK - Groove edit mode, infinite groove points, extra options, extra characters
- Smuggler's Run 2 - All tracks, vehicles unlocked
- NBA Street - All items unlocked for "Create a Player." All special teams unlocked.

PlayStation UNDERGROUND

BEHIND THE SCENES:

Final Fantasy X • Frequency • Hot Shots Golf 3 • SSX Tricky

COOL MOVES

Portal Runner - How to get 100% • Ico - Windmill area • SSX Tricky - How to perform Über tricks

CELEBRITY GAMER: WAYNE BRADY

The star of *The Wayne Brady Show* talks about his passion for video games and the fact that under all of those slick clothes, he's really just a geek at heart.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors. See individual screens for details. ©2001 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

DEMO DISC PRODUCERS
Gary Barth
Manuel Sousa
Michael Tyau
MARKETING TEAM
Shelley Ashitomi
Jesse Caid
Sarai Sequeira
Kim Yuen
EXECUTIVE PRODUCER
Andrew House
MUSIC COMPOSITION
Nathan Brenholdt
Ashif Hakik
FORMAT QA
Sam Bradley
DeMarlo King
ACCOUNT COORDINATOR
Eric Ippolito

PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
LEAD PROGRAMMER
William Bohan

3D ARTISTS
Jason Robinson
Philip Williamson
PRODUCER
Jessi Harrison
PRESIDENT
Katherine Williams
TECHNICAL DIRECTOR
Tim Edwards
CD ANIMATION INTRODUCTION BY
Secret Weapon
PRINCIPALS
Wes Harris
Ryan Ramirez
3D ANIMATORS
Jamie Chu
JonJay Montemayor
Bryan Poon

SPECIAL THANKS
Tom Gillan
Gerald Martin
Jim Williams
Steve Williams

ZIFF DAVIS MEDIA

ZIFF DAVIS MEDIA INC.

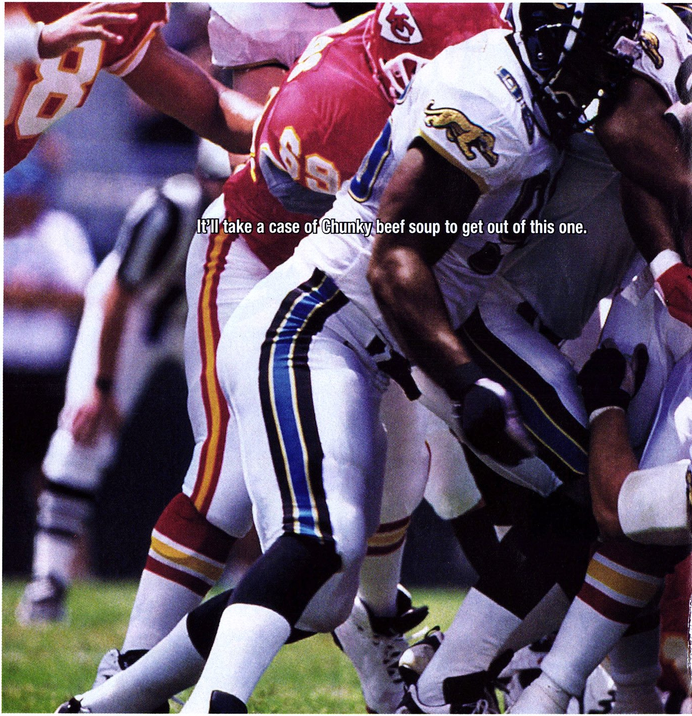
Chairman, Chief Executive Officer	Robert F. Callahan
Chief Operating Officer and Chief Financial Officer	Bart W. Catalane
Senior Executive Vice President (Publishing Operations)	Tom McGrade
President, Business Media	Al Perlman
Executive Vice President	Peter Longo
Executive Vice President	Stephen D. Moylan
Executive Vice President and Editorial Director (Editor-in-Chief, PC Magazine)	Michael J. Miller
Senior Vice President (Circulation)	Charles Mast
Vice President (Corporate Sales)	Ken Beach
Vice President (News)	John Dodge
Vice President (Editor-in-Chief, Yahoo! Internet Life)	G. Barry Golson
Vice President (Chief Information Officer)	Kim Hoover
Vice President (Integrated Solutions)	Charles Lee
Vice President (Corporate Communications)	Aimee D. Levine
Vice President (Editor-in-Chief, eWEEK)	Eric Lundquist
Vice President (Technology)	Bill Machrone
Vice President (Controller)	David Mullen
Vice President (Ziff Davis Market Experts)	Michael Perkowski
Vice President (Marketing)	Tonia E. Ries
Vice President (General Counsel)	Carolyn Schurr Levin
Vice President (Publisher, Ziff Davis SMART BUSINESS)	Dan Schwartz
Vice President (Publishing Director, Baseline)	Sloan Seymour
Vice President (Editor-in-Chief, Baseline)	Tom Steinert-Threlkeld
Vice President (Game Group)	Dale Strang
Vice President (Internet Audience Development)	Stephen Sutton
Vice President (Publisher, CIO Insight)	Stephen Veith
Vice President (Internet Advertising Sales)	Jason Young
Executive Vice President and General Manager (eTesting Labs)	Mark Van Name
Chief Technology Officer (Internet Operations)	Alan Bourassa
Director, Manufacturing	Carlos Lugo
Director, International	Christin Lawson

DC
DCSHOECOUSA
THIS IS WHY THEY MAKE VIDEO GAMES.
DAVE**MIRRA**
CORKSCREW. CARL HYNDMAN SEQUENCE.
MODEL FEATURED:
THE **MIRRA**
DCSHOECO
DAVE
MIRRA2
freestyle bmx
LOOK FOR DC SHOES AND DAVE IN THE NEXT-GENERATION VIDEO GAME FROM ACCLAIM MAX SPORTS

BMX superstar **Dave Mirra** is the sport's most celebrated athlete. He owns 13 X-Games medals, headlines a self-titled nation wide tour, and is the star of his own BMX video game. **Dave's** signature shoe, the **Mirra**, is the ultimate combination of function and style, crafted to his exacting standards.

(WHITE/ORANGE)

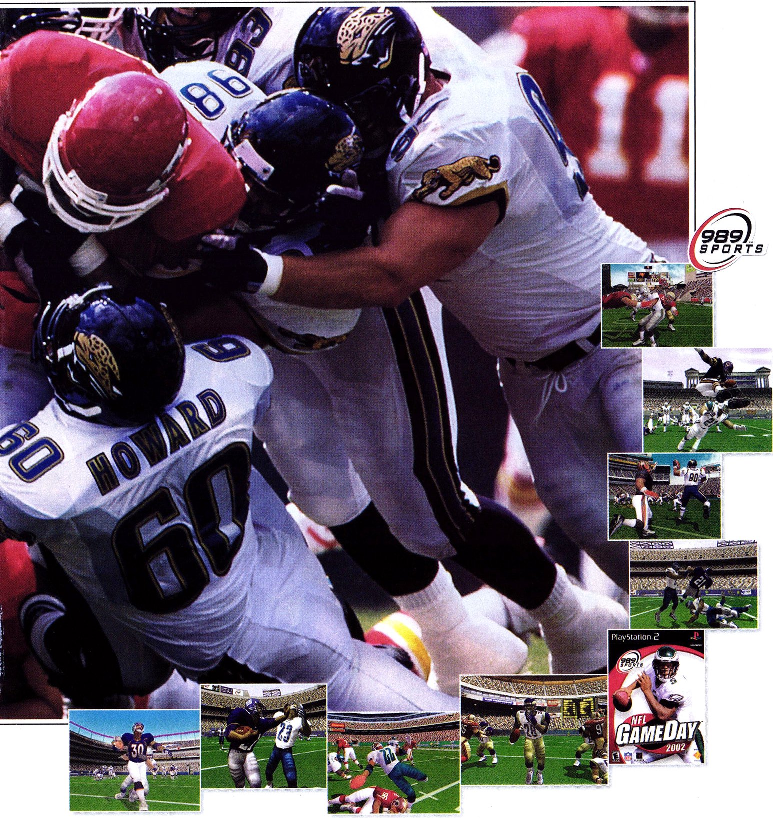
DC SHOES ARE AVAILABLE AT YOUR LOCAL SKATEBOARD SHOP.
TO FIND A LOCATION NEAR YOU, SEE THE LATEST NEWS, TEAM INFORMATION AND SHOES, VISIT OUR WEB SITE AT
WWW.DCSHOECOUSA.COM


It'll take a case of Chunky beef soup to get out of this one.

QB's and RB's, start stocking up on those Campbell's® Chunky soups. And while you're at it, throw in some hearty tomato soup, too. Because with our new smothering defense, you're going to need some serious help. For the first time ever in a game, we've got two and even three man tackles. So you'll see backs wrapped up in ferocious gang tackles, defensive tackles breaking through the line and passes broken up by tenacious double coverage. You know what? Better get some chowder and minestrone, too.

PlayStation®2

© 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks
registered trademark of the NFL players. www.nflplayers.com © 2001 PLAYERS INC. 989 Sports and the 989 Sports logo are


HOWARD
60
989 SPORTS
PlayStation 2
NFL GAMEDAY 2002

of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a
trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc.

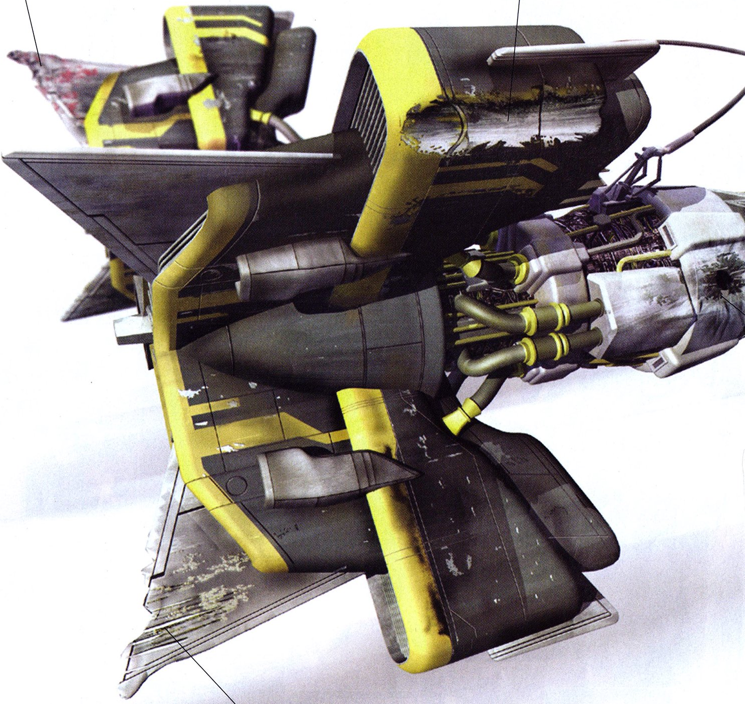
PLAYERS INC

www.989sports.com

EVERYONE
E
CONTENT RATED BY
ESRB

Shrapnel impact at 600+mph,
Mon Calamari.

Swapping paint with Skywalker,
Tatooine.



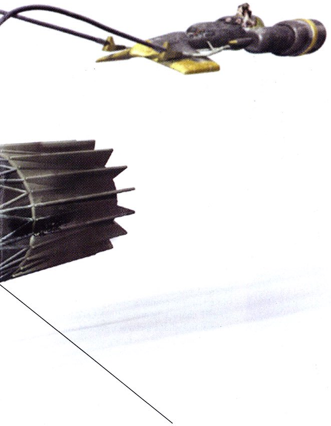
Turbo-boost slice between canyon wall and Oud Bolt,
Sullust.

PlayStation 2

© 2002 LucasArts Entertainment Company LLC. © 2002 Lucasfilm Ltd. & TM or ® as indicated. All rights reserved. Used under authorization. LucasArts and the LucasArts logo are registered trademarks of Lucasfilm Ltd. "Playstation", and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

THE ANATOMY OF SPEED.

IT'S A FIGHT TO THE FINISH AT 600MPH. GO HEAD-TO-HEAD AGAINST 18 OF THE GALAXY'S MOST AGGRESSIVE PODRACERS. WITH 14 HARROWING TRACKS ON 5 WORLDS, FACE TERRIFYING CHALLENGES AT EVERY TURN. GOT THE GUTS TO GO FOR IT?



Tusken Raider target practice,
Badlands.

LAP 1/3
TIME 1:14.50
LEAD 0:11.35
HITS 11
POS 8/8
352
TEMP

POS 5
LEAD 0:19.26
335
TEMP

LAP 1/3
POS 6
353
TEMP

STAR WARS®
RACER REVENGE™

WWW.RACER-REVENGE.COM

rainbow™ STUDIOS

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

LUCAS Arts

Official *Star Wars* Web Site
www.starwars.com

PS ONE DEMO DISC INSIDE!
Official U.S. PlayStation
OVER 30 PS2 REVIEWS INSIDE!
FINAL FANTASY X
FIRST REVIEW!
CRAZY MASCOTS TO BEAT CRASH BANDICOOT?
JAK & DAXTER
The Precursor Legacy
33 HOT PREVIEWS
SAVE CASH! 21 GAMES TO RENT THIS HOLIDAY
TONS OF TRICKS!

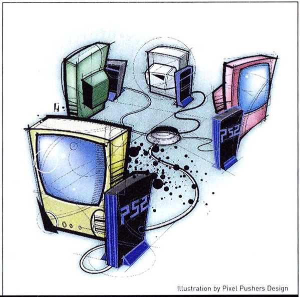


Illustration by Pixel Pushers Design

Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

A Dollar a Day Brings the PS2 Your Way

I know that people are always harping about your lack of PS one coverage, but let's face the facts: The PS one has not only lasted over six years (seven if you count Japan), but the PlayStation 2 has been out in America for 13 months now [as of 11/01]. That means that if you were to save $30 a month, or a dollar a day even, you'd have a PS2 by now.

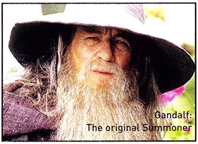
Jonathan Leard
chronosquall14@onebox.com

That's an interesting perspective, Jonathan. It's actually quite frustrating to us that we can't satisfy PS one owners to the extent that we used to. There's just very little there to cover—especially in Previews, since companies pretty much refuse to supply us with early coverage materials these days. That's never been more evident than this month. We hope you like Dragon Warrior IV!

One Ring to Influence Them All

Do you think that Summoner was in any way related to or inspired by *The Lord of the Rings*? Because I was looking at both of them and they seem a lot a like. To begin with, they both involve rings of great power, and both main characters are accompanied by archers and someone with great strength. Also, the place where they made the rings was a volcano. So what do you think?

Jer1wi@aol.com



Gandalf: The original Summoner

In some ways, anything fantasy-related owes a lot to the works of J.R.R. Tolkien, as *The Lord of the Rings* pretty much revolutionized the genre. Summoner's certainly no exception in being influenced—except for the game's maximum suckitude. That's 100 percent original!

CONTACT OPM

snail mail
PlayStation Magazine
P.O. Box 3338
Oak Brook, IL
60522-3338

e-mail
opm@ziffdavis.com and check us out on www.playstation magazine.com

fax
If you need to reach us now
630.382.9010

I couldn't agree more with Todd [in response to his column, "Give me liberty—online," in *OPM* 51].

For me, online gaming has pretty much been what divided the PlayStation from PC gaming. Sure, I would play through a PlayStation game and enjoy it immensely, but after the first time through, it's just not the same. However, I could stay addicted to PC games for months—years even.

What kept me coming back to the PC games was the online aspect—the option to play others around the world. Nothing could beat the feeling that you got when you pulled the trigger just a second before your opponent, or when you sent your multitude of carriers past the final defenses of your opponent and into his or her base's core. Nothing. Keep your epic sagas of death, love and war. I'll take the grim satisfaction of overcoming your longtime rival and taking your place at the top of the gaming hierarchy.

Now that online gaming is coming to the PS2, I can once again throw myself into the game, working and working at it until I get it down to perfection. I can send my hordes of archers into the unsuspecting enemy's army, and I can gain that edge that allows me to pull off the shot the moment before my adversary does. That, in my opinion, is the best thing ever to happen to the PS2.

Will Wray
North Kingstown, RI
agentn15@hotmail.com

Need we say it? We can't wait, either.

Cadmium Scare

I heard that there was a confiscation of several PS one consoles [in Holland] because of high amounts of cadmium found in the cables. Any cause for those of us who have purchased units in the U.S. to be concerned?

Brian Tarallo
bjtara@yahoo.com

We've not heard any reports of cadmium affecting anyone. Our advice: Just don't eat your cord and you'll be fine.

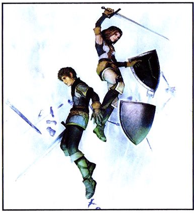
From a Fan of Final *Fantasy*

I have been a fan of the Final Fantasy series ever since I played Final Fantasy II on Super NES (easily one of the most entertaining games despite its graphics). *But*...I think I probably speak for a large number of people when I say that the creators should stick to the namesake of the game: Final what? Fantasy! Which is to say, give us more fantasy and less sci-fi. Final Fantasy IX is awesome!! Stellar graphics along with the old-style FF characters and setting. Let's have more of the villages, castles, swords and sorcery, and less of the funky-looking vehicles, floating cities with glass walkways, and gun-swords (what the...?).

What you've given us so far on Final Fantasy XI is looking and sounding *great*! That's the stuff that FFs should be made of. Before I get all sorts of hate mail from people, I reiterate—I am a fan of the series! I still enjoyed playing through FFs VII and VIII; I was just a bit disappointed that they had "modernized" it. FFXI looks to be an old-style pleasure, and I look forward to being able to experience it.

Dale Cochran
lzrboy@yahoo.com

You're right, Dale—Final Fantasy XI *does* look a lot more fantasy than sci-fi. Just check out our preview on page 74 for more. No gun-blades to be seen anywhere!



Virtua Fighter 4™
SONY
PS2
CLASS BEGINS 3-02
Only on PlayStation®2 Computer Entertainment System
PlayStation®2
SEGA®

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

SEGA is registered in the U.S. Patent and Trademark Office. SEGA and Virtua Fighter are registered trademarks of SEGA Corporation. Presented by SEGA © SEGA-AM2 Co. LTD./SEGA CORPORATION, 2001. www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

> "It seems unfair to pay $119.98 just to get two guns and an additional game that I don't want."

Guncon Con?

A friend from work and I were looking at the new releases list [at a game store] and looking at a box for State of Emergency (can't wait) when I noticed Time Crisis II sitting up there next to it. It was $59.99 with the light gun. I thought it was pretty cool that you could play this in two-player mode. I looked around the store and the only other light guns they had were for PS one. I asked if there was another light gun you could buy. To my surprise, they said no. Well, to make it even better, one of the sales associates tells me, "Well, if you want another gun I suggest you buy [Vampire Night]."

My question is, why make a game that has a two-player function if you cannot take advantage of it? It seems unfair to have to pay $119.98 just to get two guns and an additional game that I don't want. If they're going to make more light-gun games, do they plan on selling *each* game with a gun? Seems ludicrous to me.

Michael DeJohn
michael.dejohn@dobson.net

Wanna do this? Buy two games!

We contacted Namco PR Manager Hugo Reyes about this, who responded with three reasons you cannot buy a Guncon2 on its own. "First is perceived value," he says. "Namco's bundle retails for $59.99. With most PS2 software retailing around $49.99, it's easy to see that you would be getting a Guncon2 for 10 bucks. If Namco were to release a single Guncon, the price point would be *much* higher than 10 bucks because of additional costs. Second, though Time Crisis II and Vampire Night are Guncon2 games, Namco wanted to keep as low key as possible regarding violence in video games issues. Releasing a separate *gun* peripheral would be an easier target. The release of the Guncon2 for these games was done as a special treat to gamers. And third, Namco realized that there were many gamers who still had original Guncons from older titles. These gamers would still be able to use them on these new titles, plus also use the Dual Shock controller. The games can still be played without the Guncon2s."

BRUCE LEBOLD'S MOST WANTED

1. Final Fantasy X
2. Grandia 2
3. Final Fantasy XI
4. Star Ocean 3
5. Armored Core 3
6. SSX Tricky
7. Jak and Daxter
8. PS2 HDD and Network Adapter
9. Some money to buy all this
10. Sony to hurry up with # 8

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

QUICK HITS

DIRTY LAUNDRY
Played Silent Hill 2 for the first time. One hour in. Four different pairs of pants.
Mikehernandez@aol.com

GARY VS. SAM
It seems that Gary and Sam don't like each other. Are they friends, or are they just joking around?
Star Stifler
sifl_n_olly@hotmail.com

Not since Ali versus Frasier has such an intense rivalry existed (the only difference being Gary and Sam's refusing to actually fight because "it might hurt").

WELL SAID
hey does ladie r realy tight looking speacialy the one in the blue dress
ness537@hotmail.com

WELL SAID #2
please put and magizine
ultima5@cheatcc.com

In response to both ness537 and ultima5: no plus give rest that meteorology basebal

Too Many Good Games!!!

Please. PLEASE. Tell Sony to back off on the killer games for a few weeks: 1) I'm broke. 2) I average four and a half hours of sleep a night. 3) My PS2 needs a breather. I need to prepare myself for Deus Ex and Final Fantasy X.

Neutral
rj53447@navix.net

We feel your pain, Neut. (But, damn, does it make this job fun!)

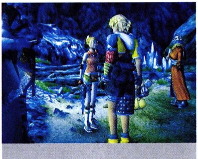
Bring Back the Old Metal Gears

Just last week, I did what I never had the nerve to do—I beat the first three Metal Gear games within six days. Playing Snake's Revenge was the worst time of my life. I knew people did not like this game but, well, there is one word to sum up this game—*damn*! Then I look in the December 2001 issue of your magazine at your section on the past Metal Gear games, and I see Metal Gear 2: Solid Snake, the *real* sequel to Metal Gear. The storyline has everything the Metal Gear series needs.

This makes me wish that Konami and Hideo Kojima would take a hint from Square [with Final Fantasy Anthology/Chronicles] and rerelease Metal Gear and Metal Gear 2: Solid Snake on the PlayStation! Both games plus Metal Gear Solid and MGS2 will be the biggest compilation in the history of gaming.

Andrew Berardy
bobbycorwell@hotmail.com

While we haven't heard anything regarding a "Metal Gear Anthology" that outright collects all the games into one package, Clish has dug up a juicy rumor regarding a possible MGS *remake* (page 58). We do like your idea, though, Andrew. You and everyone reading this should voice your interest to support@konami.com.



QUESTION OF THE MOMENT

Last month, we asked you which RPG *besides* Final Fantasy X you're most looking forward to. Next month, to accompany our Tomb Raider feature, tell us what you'd like to see in a PS2 Lara Croft adventure. E-mail us at OPM@ziffdavis.com. Mark your notes LARA.

WHOA!! Hold on...there's another RPG besides Final Fantasy X?!!! FOR REAL?!!!! DUDE!!!! You must be talking about Final Fantasy XI, right? Gotcha.

Evan Painter
metalgearevan@home.com

STAR OCEAN 3! STAR OCEAN 3! STAR OCEAN 3! STAR OCEAN 3!!!!

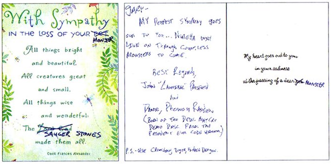
ViperCR9@aol.com

Man, I just can't wait for Kingdom Hearts! The thought of kickin' ass alongside Goofy and Donald gets me so wound up I want to go rent *Cinderella*!

Brock McClure
Merdock12@aol.com

WITH OUR (READER'S) DEEPEST SYMPATHY

Gary wants to thank John Patsfield for his condolences on the death of his beloved Nutella in Monster Rancher 3, as mentioned in *OPM* 50. Such a fine young Cannibal.



With Sympathy
IN THE LOSS OF YOUR ~~PET~~ MONSTER
All things bright
and beautiful,
All creatures great
and small,
All things wise
and wonderful:
The ~~Lord God~~ SAUCER STONES
made them all.
Cecil Frances Alexander

GARY-
MY DEEPEST SYMPATHY goes out to you... NUTELLA will LIVE ON THROUGH COUNTLESS MONSTERS TO COME.

BEST Regards,
John "CANNIBAL" PATSFIELD
AND
DANTE, PHOENIX RAIDEN
(BODY OF THE DEVIL MAY CRY DEMO DISC FROM THE RESIDENT EVIL CODE VERONICA)

P.S. - use Crossbow, Tiger, [illegible] Dragon.

My heart goes out to you
in your sadness
at the passing of a dear ~~pet~~ MONSTER

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM FFX CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with the answers to the three questions asked on page 102 to "OPM FFX CONTEST", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by Feb. 28, 2002. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: Five (5) Grand Prize winners will each receive one (1) Final Fantasy X game, one (1) FFX T-shirt, one (1) FFX lunchbox, one (1) FFX poster, one (1) FFX wallscroll, one (1) Bahamut figure, and one (1) FFX soundtrack. Each Grand Prize has an approximate retail value of $150. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: all three questions must be answered correctly. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM FFX CONTEST Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

An Integral Part of Your Metal Gear Collection

I was looking up some old Metal Gear games when I ran across a game called Metal Gear Integral. What was it? I knew of VR Missions and the other PlayStation and Nintendo games, and I have heard of Metal Gear Integral, but never gave it too much thought. So just what is/was Metal Gear Integral?

Dave Daniels
OSUBeaverFan31@osubeavers.com

KONAMI
TACTICAL ESPIONAGE ACTION
METAL GEAR SOLID
INTEGRAL
PlayStation

ACTION GAME

Imagine Metal Gear Solid with the ability to move around in first-person perspective once you've beaten it, throw in the VR Missions as a bonus, and you've got Metal Gear Solid Integral. It was released in Japan just before VR Missions hit the U.S.—which, by the way, will likely never see Integral's release.

The PS2: Better Than Alcohol

I've been thinking recently, and I've come up with the solution that video games are as good of a way of escaping as alcohol is. I talk to a lot of kids at school, and some say they drink to get away from their problems.

OK, but what about other things? Video games can be just as addictive as drinking. They might be a little more expensive in the long run, but they don't hurt the way you think at all. You don't have to worry about driving home after playing too many video games.

So, my point is that maybe game companies could use that kind of advertising to their advantage. Say a parent wants their child to stop drinking or smoking, so they buy them a PlayStation—their kids get hooked on that, and they never drink again!

I might be a wishful thinker, but it works for me. I never have to worry about getting hangovers or throwing up after playing too many video games. But maybe that happens to other people.

EmrysPupil@aol.com

We're not sure what Emry's been teaching you, Pupil, but he or she has certainly tuned your mind to think in a, er, unique fashion. Just make sure you never game and drive.

Grand Theft Auto III Banned?

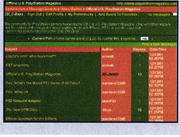
I have one question for you. Is it true that Grand Theft Auto III is going off the market? Some of my friends told me that it was because it was too violent. Please tell me it's not true. I know in the past I read something in a preview of this game that the creators were thinking of making a Teen-rated version of GTA3. If GTA3 goes off the market, will they make a less violent game in its place? I guess that's two questions. My bad.

KFCCrispyChicken@aol.com

It seems the "GTA3 banned" rumors started soon after the game's release, when people couldn't find it anywhere. Well, the reason for this was simple: It sold out at many stores (as kick-ass games have a habit of doing), and people simply drew false conclusions. Not too much later, though, the game actually *was* banned—in Australia, anyway. As we write this in mid-December, Rockstar is making some changes to tone down the violence so that Australia's Office of Film and Literature Classification (OFLC) will deem it acceptable for being placed once again on store shelves. The OFLC has even gone so far as to tell those who have already bought GTA3 to return it for a refund—they take their bannings seriously. As for the Teen-rated GTA3, the idea was indeed bandied about at Rockstar for a while. But, as you have probably surmised, it eventually fell by the wayside.

Talk to Us on PlayStationMagazine.com!

The *OPM* Web site is up and running—and we wanna talk to you there. So go ahead and log on to www.playstationmagazine.com, click on "Talk to the *OPM* Editors Online Now!" and chat it up on the message board. We frequent the board daily, so it's a great place to ask us questions—or to just chew the fat with some fellow gamers. Here's what some of you have been saying there about Jak and Daxter: The Precursor Legacy.



Official U.S. PlayStation Magazine
Gamers.com » Message Boards » Video Games » Official U.S. PlayStation Magazine
ZD_C.Bake : Sign Out | Edit Profile | My Preferences | Add Board To Favorites no messages

Subject	Author	Replies	Date/Time
[illegible]	ernie46	[illegible]	12/13/01 03:45PM
PS2 problems	ernie46	[illegible]	12/13/01 03:27PM
Official U.S. PlayStation Magazine	ZD-JohnD	10	12/13/01 03:26PM
Poll: What's the Worst PS2 Game of All Time?	jsanders12345	[illegible]	12/13/01 02:32PM
[illegible]	jsanders12345	[illegible]	12/13/01 02:32PM
PS2 Network Adapter	seanPS2	[illegible]	12/13/01 02:26PM
The New OPM Disc	-Skye-	10	12/13/01 01:25PM
Ethical Question for the Editors	jsanders12345	[illegible]	12/13/01 [illegible]

"As long as Crash is still around, he will be looked at as PlayStation's mascot. Even though [Jak and Daxter is] a great/awesome game, it won't be as popular as Crash."

-North_Fist

"I feel that Naughty Dog has found some magic when it comes to making platform games.... Because of how popular and great J&D is, I think there might be a change, and people will more widely accept J&D as the new Crash."

-SSX4life

"The game feels way too much like Banjo-Kazooie (Kacrappy is more like it) and Mario 64 for my liking.... I like the engine, but I'd like to now see it used in a game that's actually fun to play."

-Skye-

NAUGHTY OR NICE?

We asked you last month how you like to play Grand Theft Auto III. Here's what you said:

Being a responsible adult, when I started playing GTA3, I avoided collisions with pedestrians and vehicles—until I was pulled from my car while waiting on a light to change. Then it hit me: Nice guys will not last in this town. In Liberty City, being nice will get you killed.

John Cline
Dundee, FL
Fanuv_3@msn.com

Would you call wasting over 3,000 people nice? Don't forget the 700-plus gang members. I choose naughty!

zell006@aol.com

There's nothing better than putting your flame-thrower cheat code on unlimited supply and racing down the street, burning the pedestrians as you race by. Or blowing some old granny's car away with the rocket launcher so high it lands on the El tracks!

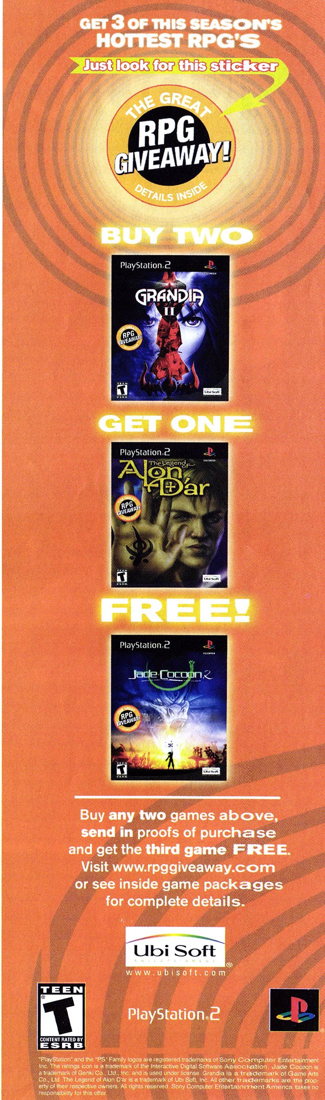
Timothy E. Jones
timothyFromPA_2@webtv.net

Let's put it this way: I'll have a lot of coal in my stocking this year.

dacabra@aol.com

I'd like to say nice, but this game is meant to be played naughty! It's what people wish they could do just once and get away with. Nothing better than jackin' a Hummer and runnin' peds down! Or maybe I feel like a driveby. It is just too fun! Like Todd said, "I'd rather be playing GTA3 than writing about it," so I really have to go. The seedy underbelly of Liberty City calls. It's an uncontrollable urge to cause mayhem!

Mike Beers
Tustin, CA
sreeblelahcim@msn.com



GET 3 OF THIS SEASON'S HOTTEST RPG'S

Just look for this sticker

BUY TWO

GET ONE

FREE!

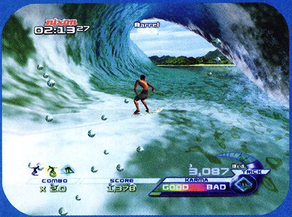
Buy **any two** games above, **send in** proofs of purchase and get the **third game FREE**. Visit www.rpggiveaway.com or see inside game packages for complete details.

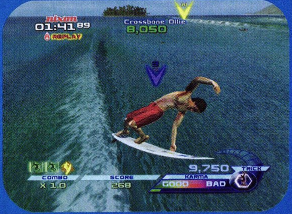
Ubi Soft
ENTERTAINMENT
www.ubisoft.com

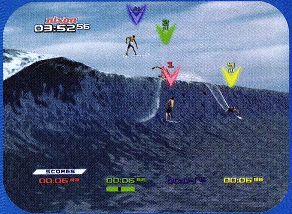
PlayStation.2

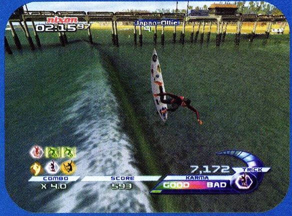
"PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Jade Cocoon is a trademark of Genki Co., Ltd., Inc. and is used under license. Grandia is a trademark of Game Arts Co., Ltd. The Legend of Alon D'ar is a trademark of Ubi Soft, Inc. All other trademarks are the property of their respective owners. All rights reserved. Sony Computer Entertainment America takes no responsibility for this offer.

ADDICT


nixon
02:13 27
Barrel
3,087
3rd
TRICK
COMBO
X 2.0
SCORE
1378
KARMA
GOOD
BAD


nixon
01:41 89
REPLAY
Crossbone Ollie
8,050
9,750
TRICK
COMBO
X 1.0
SCORE
268
KARMA
GOOD
BAD


nixon
03:52 56
SCORES
00:06 23
00:06 85
00:06 86


nixon
02:15 97
Japan Ollie
7,172
TRICK
COMBO
X 4.0
SCORE
593
KARMA
GOOD
BAD

Xbox™ screenshots shown.

Ultimate Surf Action. Drop into 20 of the world's sweetest breaks with 13 of the world's hottest surfers. From Teahupoo to Pipeline to Huntington, use the moves that made guys like Taj Burrow, Andy Irons and Shane Dorian famous to pull off massive airs, blazing tailslides and hundreds of other mind-numbing tricks. Immerse yourself in an endless set of waves that look and feel like the real thing. Keep an eye on your karma meter. Hitch a ride with the Reef Girls. Watch out for hungry sharks. And remember to save your best stuff for the photographers who might put you on the in-game cover of TransWorld SURF. **www.transworldgames.com**

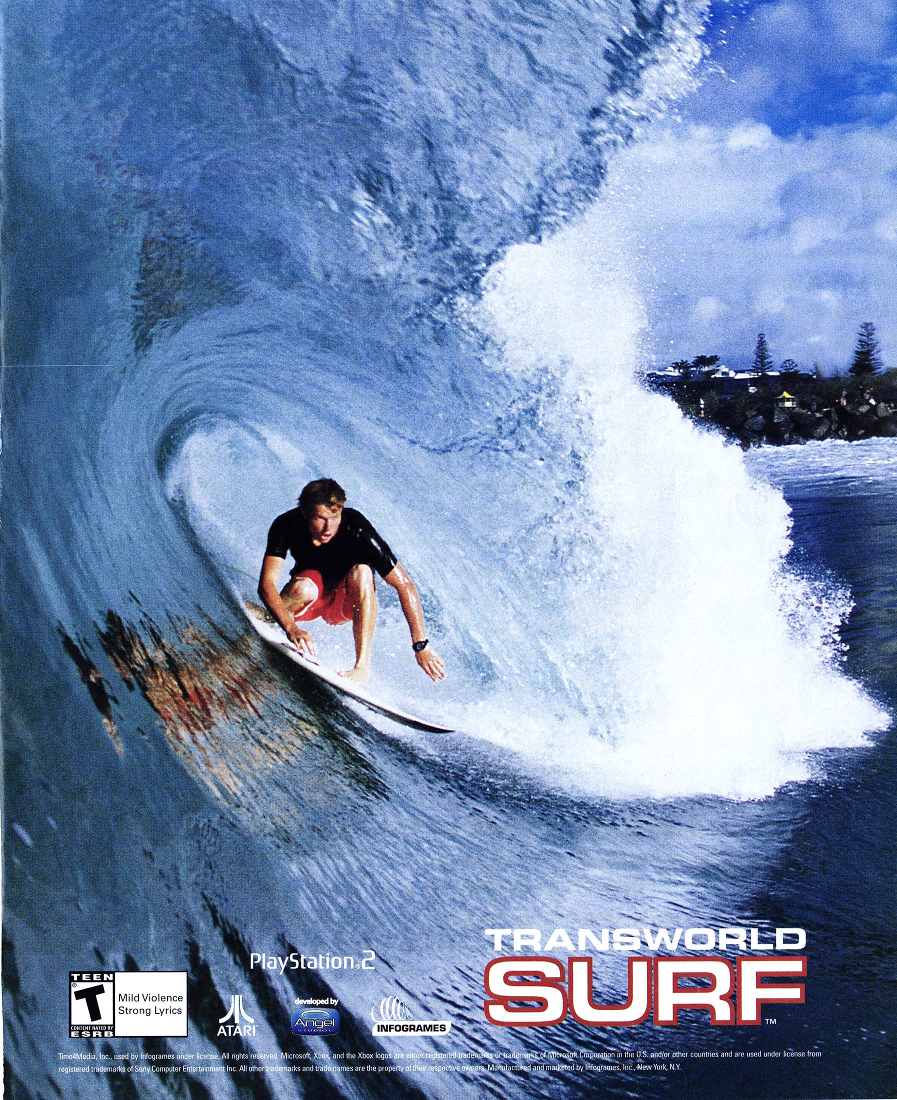
"...we guarantee you've never played a surfing game this fun..."
– Official Xbox Magazine

"...the best surfing experience in a game to date."
– IGN.com

®

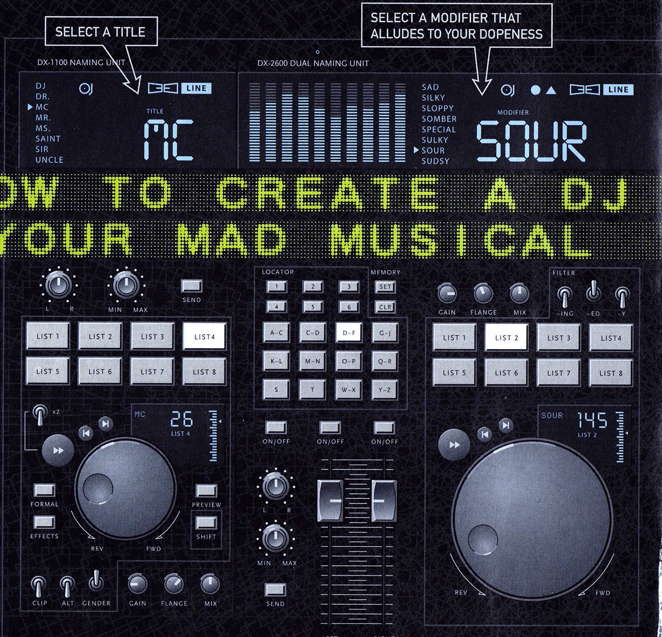
XBOX

TransWorld SURF © 2001 Infogrames, Inc. All rights reserved. Developed by Angel Studios. TransWorld SURF is a registered trademark of Microsoft. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are


TRANSWORLD
SURF™
PlayStation 2
TEEN
T
CONTENT RATED BY ESRB
Mild Violence
Strong Lyrics
ATARI
developed by
Angel Studios
INFOGRAMES

Time4Media, Inc., used by Infogrames under license. All rights reserved. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from registered trademarks of Sony Computer Entertainment Inc. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, N.Y.

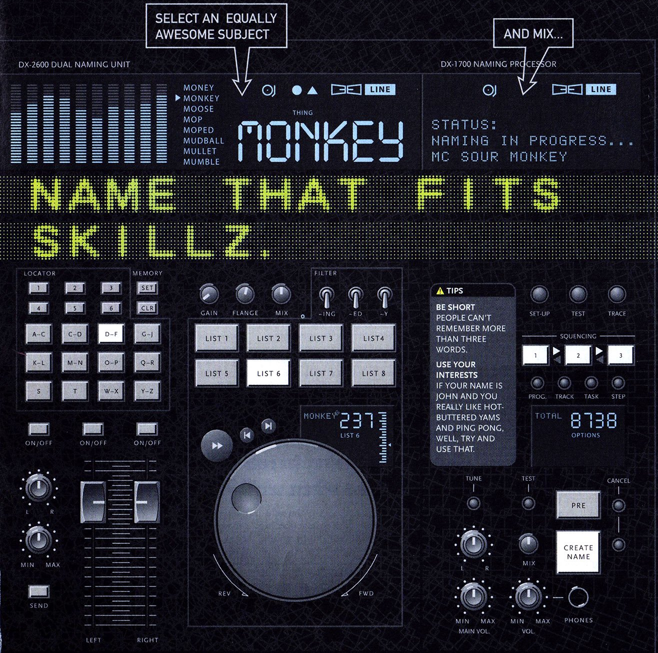
HOW TO CREATE A DJ
YOUR MAD MUSICAL


SELECT A TITLE
SELECT A MODIFIER THAT ALLUDES TO YOUR DOPENESS
DX-1100 NAMING UNIT
DX-2600 DUAL NAMING UNIT
DJ
DR.
MC
MR.
MS.
SAINT
SIR
UNCLE
LINE
TITLE
MC
SAD
SILKY
SLOPPY
SOMBER
SPECIAL
SULKY
SOUR
SUDSY
LINE
MODIFIER
SOUR
L R
MIN MAX
SEND
LIST 1
LIST 2
LIST 3
LIST4
LIST 5
LIST 6
LIST 7
LIST 8
LOCATOR
MEMORY
1
2
3
4
5
6
SET
CLR
A–C
C–D
D–F
G–J
K–L
M–N
O–P
Q–R
S
T
W–X
Y–Z
FILTER
GAIN
FLANGE
MIX
–ING
–ED
–Y
x2
MC
26
LIST 4
SOUR
145
LIST 2
ON/OFF
ON/OFF
ON/OFF
FORMAL
EFFECTS
PREVIEW
SHIFT
REV
FWD
L R
MIN MAX
SEND
CLIP
ALT
GENDER
GAIN
FLANGE
MIX
LEFT
RIGHT
REV
FWD

ONCE YOU'VE MASTERED THE ART OF REMIXING TRACKS FROM ARTISTS LIKE FUNKSTAR DE LUXE, DJ Q-BERT, THE CRYSTAL METHOD AND NO DOUBT, YOU'LL NEED A NAME THAT YOUR MOTHER DIDN'T CHOOSE FOR YOU.

PlayStation®2

www.SCEA.com Frequency is a trademark of Sony Computer Entertainment America Inc. Developed by Harmonix Music Studios. ©2001 Sony


SELECT AN EQUALLY AWESOME SUBJECT
AND MIX...
DX-2600 DUAL NAMING UNIT
DX-1700 NAMING PROCESSOR
MONEY
MONKEY
MOOSE
MOP
MOPED
MUDBALL
MULLET
MUMBLE
LINE
THING
MONKEY
LINE
STATUS:
NAMING IN PROGRESS...
MC SOUR MONKEY
NAME THAT FITS SKILLZ.
LOCATOR
MEMORY
1
2
3
SET
4
5
6
CLR
A–C
C–D
D–F
G–I
K–L
M–N
O–P
Q–R
S
T
W–X
Y–Z
ON/OFF
ON/OFF
ON/OFF
L
R
MIN
MAX
SEND
LEFT
RIGHT
FILTER
GAIN
FLANGE
MIX
–ING
–ED
–Y
LIST 1
LIST 2
LIST 3
LIST4
LIST 5
LIST 6
LIST 7
LIST 8
MONKEY
2371
LIST 6
REV
FWD
TIPS
SET-UP
TEST
TRACE
SQUENCING
1
2
3
PROG.
TRACK
TASK
STEP
TOTAL
8738
OPTIONS
TUNE
TEST
CANCEL
PRE
CREATE NAME
L
R
MIX
MIN
MAX
MAIN VOL.
MIN
MAX
VOL.
PHONES

TIPS

BE SHORT
PEOPLE CAN'T REMEMBER MORE THAN THREE WORDS.

USE YOUR INTERESTS
IF YOUR NAME IS JOHN AND YOU REALLY LIKE HOT-BUTTERED YAMS AND PING PONG, WELL, TRY AND USE THAT.

FREQUENCY™

EVERYONE
E
CONTENT RATED BY ESRB

Mild Lyrics

Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

HARMONIX

INSIDE SPIN

38
Home-Theater Buyer's Guide
Want to maximize your PS2 setup? We give you the top choices at three price points.

40
Metal Gear Solid 2 Page o' Fun!
Six degrees of separation, plus an all-star Dream Cast.

44
Call 911
Rockstar's new riot game, State of Emergency, is turning heads and scaring politicians.

46
Foul Play
The best sports games for non-sports gamers.

50
Timeline: Soul Reaver 2
Why the delays? Why the changes? What happened along the way.

52
Britney Bop
The latest on our favorite starlet's foray into gaming.

54
Rez-olute
Tetsuya Mizuguchi shares his thoughts on Rez, the trippiest game ever.

62
Media Roundup
DVD reviews, movie news, music reviews and more!

TIRED OF WAITING?

PS2 users will remain offline for a while longer

OK, so November came and went and the PS2 Network Adapter and online games were nowhere to be seen. A bummer, huh? Well, as we predicted last month in our "State of the PlayStation" article, SCEA has decided to hold off on launching its online network until spring in order to make sure it can get everything right. It appears that we'll all just have to wait another couple of months to get a chance to blast away folks across the nation in Twisted Metal Online or mix up tunes online with Frequency.

WHAT'S GOING ON

"So what's the big holdup?" many of you have been asking us. As we go to press, SCEA has yet to make an official announcement about the rollout of the service in the U.S. However, based on our discussions with insiders at both Sony and other developers, it seems the delay is being caused by a mix of difficulties, ranging from getting the network up and running, to finishing games (SOCOM: Navy SEALs definitely needed more time), to figuring out pricing plans for software (Twisted Metal Online will possibly be an add-on disc, something that SCEA hasn't done previously).

So the current plan is to roll out the Network Adapter sometime this spring (the $40 modem will allow both broadband and analog users to get online). New first-party games should be released along with it, including SOCOM and Twisted Metal Online, along with a new version of Frequency that will be playable online (there's even word that a playable demo of the game will be packaged in with the Network Adapter). And then, of course, traditional software packages like AOL and Netscape will be available to perform standard Internet functions. Unfortunately, word has it that the Hard Disc Drive (HDD) may be delayed until later in the year, but we've still got our fingers crossed for spring.

> **"We have no word from Sony on when their network is going to roll out, so we can't even speculate on when we'll launch [Tribes 2]."**

Making PS2's online plans even more confusing in Japan is the fact that Square is soon releasing its own modem for people to play Final Fantasy XI on its PlayOnline network.

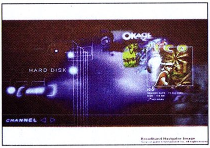
THIRD-PARTY WOES

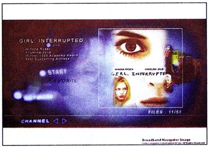
On the downside, it appears there won't be a lot to expect at launch from third-party game developers either, as the lack of an official announcement has hindered them also. "We have no word from Sony on when their network is going to roll out, so we can't even speculate on when we'll launch," a representative for Sierra said to us regarding Tribes 2, one of the only announced third-party online PS2 games. Also, games not even scheduled to be out until a while after the Adapter's launch may be affected by the delay in announcing specifics about the network. "We may have to revert to simply going offline once again this year if Sony doesn't supply the goods soon," one Sega insider commented on the once sure-to-be-online NFL 2K3.

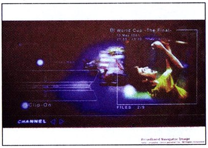
But comments like this are nothing new to those who follow the game industry, as the problems getting a system online have been made apparent before. Sega's Dreamcast took an extra year longer than planned to get its users playing games online; Microsoft has

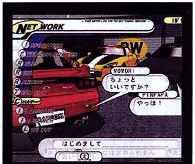
PS2 Broadband Interface Shown in Japan

At a special press conference in Japan, Sony's Ken Kutaragi recently showed off an in-progress working demo of its upcoming broadband PS2 browser interface. Clicking through the menus, which look similar in design to the current PS2 front end, he showed how users can do things like download music and movies, swap game saves, and even photos via e-mail. Sony's broadband service will begin this April in Japan. If all goes according to plan, we should see a similar service in the U.S. in the spring.









Online Speed Demons

As you may have read in our preview last month, Capcom plans to deliver the first online PS2 racing game, titled Auto Modellista (pictured above), in Japan this spring. Not only does it look gorgeous thanks to its cel-shaded graphics, but having it online will let gamers trash talk with each other before races and participate in cool stuff like online tournaments. If that doesn't get you psyched up, then check this out: Word from the Sony camp is that Gran Turismo 4 will also be fully playable online and will be ready for release in spring of 2003!

bumped its Xbox online plans back a half-year and may decide to push it further in the months to come; and Nintendo...well, Nintendo hasn't even figured out a network strategy for its GameCube yet. Still, many had hoped that Sony, with its dream team of partners (AOL, Netscape, Cisco and others), would be able to pull off its network launch without a hitch.

WAIT AND SEE

We can sit around and speculate all day about what's happening with the online plans, but we'll have to wait for the official word from SCEA to really know what's up. By the time our next issue hits newsstands we'll have some solid information for you, but if you'd like to stay most up to date on things, register at our Web site www.gamers.com, and you'll find an e-mail in your box with all the details as soon as they're known.

Vote for Game of the Year!

Head on over to www.gamers.com, then click onto the *OPM* page to vote for the best games of 2001. Keep an eye out for our awards feature in a future issue!

Take control of Aragorn in EA Games' upcoming Lord of the Rings release.

Lords of the Rings

EA Games, Universal and Sierra all prepare to throw you into Middle-earth

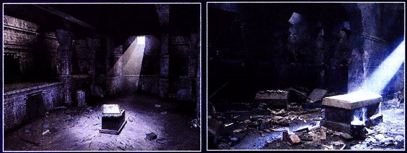
So, how many times have you seen *The Lord of the Rings* now? One? Two? Seven? Forty-two? Even if you haven't seen it at all, you're no doubt familiar with New Line's blockbuster released Dec. 19. And, to put it lightly, so are EA Games, Universal Interactive and Sierra.

Late this year—around the time that the second *LOTR* film, *The Two Towers*, continues Frodo's trek to Mordor—EA releases the first of multiple promised LOTR games based on the films. Following the story you've likely checked out at least a time or two in *The Fellowship of the Ring*, the first of these titles centers around Aragorn (you know, the Strider who's *not* in Capcom's universe) in a third-person action title. Further details suggest that other Fellowship members assist to a great extent, though we're not sure how.

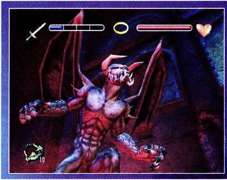
Not to be shut out from the J.R.R. Tolkien craze currently encompassing the nation, Universal (a Vivendi Universal subsidiary) recently announced its LOTR lineup. Don't count on characters resembling the likes of Elijah Wood and Sir Ian McKellan, though—Universal's deal ties strictly to the books. This, of course, means we might get hobbits, dwarves and Balrogs that look completely different from Peter Jackson's vision—a totally unique interpretation. "These games will draw on the depth and complexity of Tolkien lore to create a world compelling to long-time fans of the books and enticing to those just being introduced to this magical realm," claims Laurie Battle, director of licensing of Tolkien Enterprises.

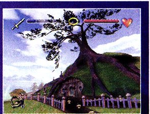
And the Middle-earth mayhem doesn't end there. Though a PS2 game is still just a likely speculation, Sierra (itself part of Vivendi Universal) plans to publish games based on Tolkien's other halfling adventure, *The Hobbit* (see sidebar).

At long last, it seems that Tolkien's fantastic universe is set to become the next great video game setting. But will the games' quality have us going there and back again?

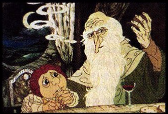


EA's LOTR title is early, but it has released this shot, comparing a gameplay background (left) of the Mines of Moria to the movie (right).





These screens come from the upcoming Xbox Lord of the Rings game from Universal. Could it be PS2-bound?



The Original Baggins

Sierra pleasantly surprised us with its plans to release games based directly on *The Hobbit*, J.R.R. Tolkien's first book set in Middle-earth. Designed as a children's story (contrary to *The Lord of the Rings*' more adult tale), it chronicles the quest of Bilbo Baggins, Frodo's uncle, who naively encounters the One Ring and uses it to help a band of dwarves defeat the dragon Smaug. The Rankin/Bass animated version (seen here, now available on DVD) tells the story well—but do yourself a favor and read the book.

Mini Metal Gear Solid 2

Medicom has used MGS2 as the basis for its latest batch of Kubrick toys. The set includes Snake, Hal, Olga, Ocelot and others. Check out www.diamondcomics.com for more info.

ZOE FLOWER

THE THREE-MINUTE NOVELTY (NOT SEX)

5 a.m., deep in the darkness of an east coast metropolis whose name is lost in the stack of cities I've past through since Monday. I'm fighting the jetlag, suffering through a cup of bad TV station coffee sludge as I wait my turn on the morning newscast. The lights come up and the camera pans right. Action! For three minutes I smile profusely as I have the undivided attention of a few hundred thousand people (or at least their television sets). They call me "Gamer Girl" and I'm infiltrating TV and radio shows around the country to discuss video games, the industry and, the most frequent topic of all, why, as a girl, do I play video games?

I've continually grappled with being the face and voice out there representing the video game generation. After all, what purpose is served by slapping a coiffed and composed cover on the face of our entertainment? When people see their version of "normal," even "successful" people playing games, will popular opinion finally be swayed to accept video games as a modern and valid form of entertainment? This is what I think about between the long flights and early-morning wake-up calls. To me, it's the opportunity to speak out about the social issues surrounding video games, to provide a positive new perspective to a generation of people raised on a sanctimonious stereotype that gamers are freakish, antisocial, immature, violent, and/or unhygienic. I hope that someone out there will seriously listen and learn from what I say. Usually, I only see the morbid curiosity in every interviewer's eye as they've captured the perfect novelty item for the morning talk-show circuit.

So I accept that I may be a novelty. But I'm a novelty with airtime in 15 major U.S. markets, baby! And for all the repeatedly uninspired questions about the violence issue, about aggressive tendencies, blood and guts, addiction and violence toward women, I am ready and armed with an array of retaliatory weapons, particularly my femininity. If games make us violent and aggressive and antisocial, why am I wearing pink nail polish and doodling hearts and flowers on my coffee cup? Before the interviewer can catch his breath, I've launched into a positive campaign on just how fantastically exciting being involved in the video game world can be. There are few things more thrilling than changing the look of a reporter from mere curiosity in something he knows nothing about to genuine interest.

I just got off the phone with a radio station in Washington, D.C. Tomorrow I get on a plane bound for Minneapolis before hitting Denver. I know the questions will remain the same from Miami to Seattle but I can't complain. Sooner or later, the novelty of my gender has to wear off and I'll go back to my normal life of playing games, writing this column, baking cookies, and shopping for shoes (standard antisocial freakish behavior). So I'll take my three minutes now and hope that I can use the novelty of a girl who plays games to generate genuine interest in the pastime that put me in front of the camera in the first place.

Zoe Flower is "Gamer Girl" and on her tours around the country she even has a "handler" which we make fun of her for mercilessly. Clearly she's a multimedia superstar. If you want to chat with her, look for her on the Official U.S. PlayStation Magazine forum by clicking through from our Web site, www.playstationmagazine.com. Look for the user ID ZOEFLOWER. Also, check out Zoe's own Web site, www.zoeflower.com

BACK TO SQUARE ONE

As you've no doubt heard by now, because of the major losses from money spent on *Final Fantasy: The Spirits Within*, Square has decided to leave the movie business. But just recently, the company also revealed interest in giving up its $40 million Honolulu studio in order to return all operations back to Japan.

While there was previous word that Square would continue operations at its Honolulu studio for further game development and contract CG work for other film companies, a recent report in the *Honolulu Times* stated that the company is indeed looking to sell its studio. However, the article does mention that Square would like to keep a minority share in the studio if at all possible. "If we have our wish come true, we'd find a very strong partner, such as a major studio, who could bring us the benefit of a very creative thought process," says Square Pictures President Jun Aida. "What Square lacks is everyday experience with film production."

So where this will leave Square Pictures remains to be seen, but as of this writing, the company was still progressing with work on a second project with an unknown collaborator. Unfortunately, the special PlayStation 2 *Final Fantasy: The Spirits Within* DVD that was planned for release this spring has been scrapped. Apparently, Square is weary of releasing it after the movie didn't live up to expectations.

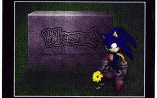
> **"What Square lacks is everyday experience with film production."**

DATA STREAM

Galerians Returns

EnterBrain has finally shown first images of the PS2 sequel to Galerians, called Galerians: Ash. Due out later this year, the game once again features Rion in a drug-induced psychokinetic nightmare.

Bye Bye Bleem

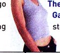
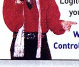


After years of ongoing legal battles with Sony, bleem! recently ceased all operations. The PS one emulator maker apparently finally ran out of cash and couldn't afford to go on. Above is the final image Bleem! placed on its Web site.

Zero Renamed

Tecmo has wisely decided to rename its upcoming horror adventure title Zero (also known as Project 0) and is now calling it Fatal Frame. Look for the game to hit the U.S. in early spring.

JANUARY CALENDAR

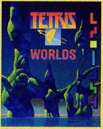
2 WEDNESDAY • **Taye Diggs** is 31, **Tia Carrere** is 35, and **Cuba Gooding Jr.** is 34. 	**3** THURSDAY • **Mel Gibson** is older than you'd think as he celebrates his 46th birthday. If **J.R.R. Tolkien** were alive to celebrate his successful new movie, he'd be celebrating his 110th.	**8** TUESDAY • The King, **Elvis Presley**, celebrates his 67th birthday wherever he may be. If he is still alive, he'll probably get a copy of **NBA 2K2** from Sega.	**11** FRIDAY • The gorgeous **Amanda Peet** turns 30, along with **Mary J. Blige** who is a year older. Maybe they'll go see **Orange County**, starring Jack Black. 	**15** TUESDAY • **Rez, Godai: Elemental Force, Forever Kingdom, Deus Ex, MotoGP2, Drakan: The Ancients' Gates** all hit stores today.	**18** FRIDAY • **Black Hawk Down** and **Killing Me Softly** both hit theaters on the day that **Jonathan Davis** turns 32. Happy birthday, Mr. Korn frontman.
20 SUNDAY • **Paul Stanley** is 50, **David Lynch** is 56, and **Buzz Aldrin** is 72. Buzz was a spaceman. He's actually been to the moon. That makes him Cool, with a capital C.	**22** TUESDAY • **Shadowman: 2econd Coming, Grandia II, Salt Lake 2002, Monsters, Inc.** and **PaRappa the Rapper 2** are all out in stores today. 	**24** THURSDAY • **Neil Diamond** turns 62, but still remains a rebel in blue jeans. Yeah. Logitech sets you free with its **Wireless Controller**.	**25** FRIDAY • The wonderful **Alicia Keyes** celebrates her 21st birthday. Unfortunately, the only movie worth seeing today is **The Mothman Prophecies**, starring Richard Gere and Debra Messing.	**29** TUESDAY • Contain yourself while you think about her: **Heather Graham** is 32 today. **Oprah Winfrey** is 48 and **Airblade** is out in stores.	**31** THURSDAY • **Justin Timberlake**, the man who gets to touch Britney, is 21 today. **Minnie Driver** is 31. She doesn't get to touch Britney.

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, OK?

THQ
www.thq.com
Tetris® is back.
If you loved it then, you'll love it even more now.

Tetris®, © Elorg 1987. Tetris Worlds™, © Elorg 2001. Game Package Cover Painting and Tetris Worlds Logo by Roger Dean; Game Package Cover Painting © Roger Dean 2001. Tetris Worlds Logo © The Tetris Company 2001. All Rights Reserved. Sublicensed to THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. TM, ® and Game Boy Advance are trademarks of Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

- The most popular videogame ever created is back with a new look and variations.
- Exciting challenges await you with 6 variations of Tetris in Story Mode and Arcade Mode, including the all new Hot-Line Tetris, Cascade Tetris and Fusion Tetris.



Deceptively simple, completely addictive.

- Lush 3D worlds evolve and animate as a reward for clearing lines and reaching goals. See what each world is meant to look like.
- Enjoy Tetris Worlds together when up to four people play to see who is the best.

(Two players only on GameBoy® Advance)

EVERYONE
E
CONTENT RATED BY ESRB

Visit www.esrb.org
or call **1-800-771-3772**
for more info.

AUTHENTIC TETRIS GAME
www.tetris.com
www.tetrisworlds.com

GAME BOY ADVANCE

WINDOWS® 95/98 PC CD ROM WINDOWS® ME

PlayStation.2

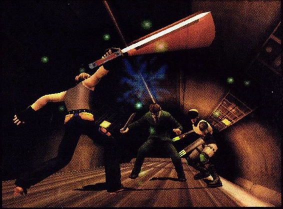
TEEN
T
CONTENT RATED BY
ESRB

Violence

FUTURE MEDIA CREATORS
YUKE'S

EIDOS
INTERACTIVE
GAMES WITH CHARACTER

PlayStation®2



EOE

EVE OF EXTINCTION

VARIETY IS THE SPICE OF DEATH

www.eoegame.com

MARCH 2002

Eve of Extinction is a trademark of Eidos Interactive. Developed by Yukes Co., Ltd. Yukes and the Yukes Company logo are trademarks of Yukes Co., Ltd. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights

HOME THEATER FOR ANY BUDGET

Buying a PS2 was only the first step. Now it's time to upgrade the rest of your living-room setup so you can truly enjoy the best your system has to offer.

ECONOMY CLASS SETUP — $550 to $600

Maybe you're still in school and have a mountain of debt. Maybe you just aren't ready or really don't need a hardcore system. Either way, there are solutions that will shake the walls and elevate your movie-viewing experience. These enhancements will also make for a world of difference with games, too—which is why you bought that PS2 in the first place!

The heart of the home theater is your PlayStation 2, but the soul is easily the speakers that deliver the lush sounds, creating the optimal movie and gaming environment. Now, you could drop a bucket load of cash on a receiver and speakers to get the desired surround-sound effect—especially if you stroll into any high-end stereo store. But a quick browse in the multimedia section of any major retailer is certainly worth a look too, especially because speakers designed for the computer usually have a built-in amplifier along with a much more attractive price point.

For those on a budget consider:

Logitech Z-560 THX (Certified 4.1 surround sound and speakers)

No amp is required, but this 400-watt system will make you feel like you're on Normandy Beach when watching *Saving Private Ryan*. The four-piece satellite system, which can be wall-mounted and has removable grills, offers true movie sound effects, complete with a "phantom" fifth/center speaker along with an 8"-long throw subwoofer driver. Its M3D Matrix technology offers excellent 3D surround-sound effects for both movies and music—and unlike many multimedia systems, these even come with headphone adapters for those wee hours when you can't let the room shake. But at all other times, the neighbors will take notice when you use these speakers.

Price: $199

Sony 27" SON KV27FS19 TV

While you might be fine with your current TV, you can always upgrade to this flat-screen Sony set, which features a digital comb filter to provide super resolution and reduce artifacts. If you take games and movies seriously, you're bound to notice the difference.

Price: $399

Other necessities:

As a general rule, use the best possible audio/video connectors and cables that you can afford. The PS2 supports S-video, so if your TV has it, you should use it! The Z-560 uses standard speaker wire; while it comes with decent-enough wire, try to buy higher-quality cable if possible. If you can swing it, go with Monster Cables—they'll never let you down.

BUSINESS-CLASS SETUP — $1,200 to $4,500

If you watch movies as much as you play games, then you owe it to yourself to get a serious home-theater system. It will impress your friends and change your life! The most important factors to consider? Sound is key, and bigger always means better with TVs. But in both cases go for quality over pure size. Remember, the biggest TV might not always be the right fit for your living room.

If you've got a little cash to play with:

Polk Audio DS2700-Digital Solution System

This 5.1 surround-sound system truly is "home theater in a box," complete with a dedicated amplifier that's also good for just watching TV or listening to music. Polk Audio is the industry leader for home theater in a box, but that $2,299 price tag may turn some folks off. There are more affordable alternatives out there, but if you can afford this, you'll notice the difference.

Price: $2,299

Sony Home Theater in a Box HT-5100D

Sony's excellent 5.1 system provides a clear-sounding center channel for speech while the satellite speakers will fill the room with roaring sound effects. But if the HT-5100D is a bit much, Sony also has a home theater in a box system specifically for the PS2. While it'll do the job, it won't deliver as much punch, especially in larger rooms. It's worth considering, though, for small living rooms or a bedroom.

HT-5100D Price: $699

Sony Home Theater in a Box Digital Audio System for PS2 Price: $399

Sony 32" SON KV-32FS19

A step up from its 27" set, this also includes a digital comb filter for super resolution. The only downside? You might spend even more time on the couch!

Price: $699

Hitachi 43" 43FDX11B VirtualHD TV

If you have a few extra bucks and enough space, this 43" set boasts amazing resolution along with SRS surround sound and component video inputs. But beware: Buy this and you might end up watching movies more than playing games.

Price: $1,999

Other necessities:

Don't even think about scrimping on the cables. All these systems, along with the PS2, support digital optical for audio—and the difference is noticeable. Monster Cables are still the best choice here.

FIRST-CLASS SETUP — $10,000 +

Do you have a trust fund to dip into? Or did you make a killing when Internet stocks were still flying high? If you can afford these systems you'll be the envy of your friends—and even us! But even if this setup is way out of your price range, you can get there over time by picking up a piece here and there. Just don't go into debt because we said so!

If you've got plenty of room on your credit cards:

Klipsch Audio Reference Series

If you know the name, you know it means quality. If you don't know the name, then you simply don't know home audio—or so they told us. Klipsch is one of the industry leaders, and its Reference Series is one of its flagship brands.

RC-7 Center Speaker. Larger than a boom box, but it delivers truer sound than any box could! ($800)

RF-7 Front Speakers. These need room. They're not only massive, but they're also not much good if used in small spaces. ($2,200/pair)

RS-7 Side/Rear Speakers. The surround sound from these babies will blow you away. ($900/pair)

RSW-12 Sub-Woofer. That "12" means inches, so you better not have neighbors downstairs who are going to mind! ($1,200)

Total for Speakers: $5,100

Sony-ES STRV333ES Dolby Digital/DTS A/V Receiver

This receiver will do everything but play your games and watch your movies for you. It's also ideal with Mini-Disc and CD players. Pick this up and chances are you'll never need to buy another receiver again.

Price: $800

Sony 57" KP57XBR10W Hi-Scan projection TV

This TV is meant for large rooms, but even in confined spaces it won't overdominate...at least not too much. One word of warning: Projection TVs aren't really meant for extended hours of game playing, but this is an ideal set for a home theater. Should you play games most of the time, you're better off sticking with a direct view or tube set for now, because you can actually damage the light guns and burn in an image if you play for too long.

Price: $4,000

Other necessities:

If you're crunching numbers, you should add in another $200 for cables—and that could be on the low end. S-video and component video are must-haves, as is optical. These are much more expensive options, but they're really worth every penny in the long run. After all, what good is a supersystem without the best cables to support it?

–Peter Suciu

4.1/5.1 surround sound

Refers to the number of speakers your system has. 5.1 is the current standard, with one center channel for vocal audio, a left/right front pair for music and sound effects, and two rear speakers that re-create the effects of a large movie theater, including additional sound effects and echo. The .1 refers to the subwoofer, which provides the bass effects. 4.1 is a more affordable alternative that uses the two front speakers to simulate a "phantom" center speaker that isn't there.

Home Theater in a Box

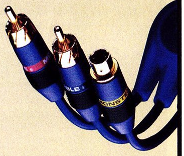
A package that includes a receiver and/or amp along with the 5.1 system of speakers.

Composite video

The yellow connector for video that usually accompanies the red/white audio connectors. Composite video is the lowest standard and should always be avoided if possible.

S-Video

This connector is usually available on current TVs and provides better quality than composite.



Component video

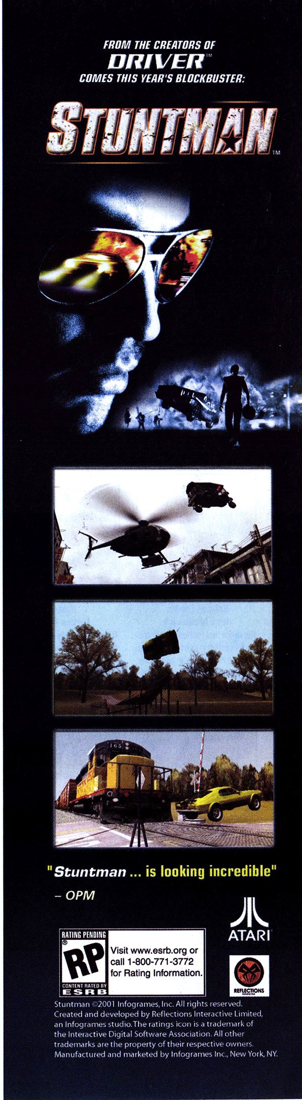
Usually available only on higher-end TVs, this connector essentially splits the red, green and blue video signal for the highest-quality picture and truest color.

Optical Audio

A new type of digital-audio connector. It basically provides the audio signal through fiber optics instead of through copper wire. The sound is noticeably improved with vastly less noise interference.

Projection TV

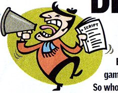
Instead of a large picture tube, projection TVs use three light guns—red, green and blue—and a series of mirrors to present the picture. This allows for less color interference, such as "hot" spots where the color is distorted by magnetic fields, but it's also far too easy to "burn" a static image onto the guns, permanently damaging the set.


FROM THE CREATORS OF
DRIVER™
COMES THIS YEAR'S BLOCKBUSTER:
STUNTMAN™
"Stuntman ... is looking incredible"
– OPM
ATARI
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for Rating Information.
REFLECTIONS

Stuntman ©2001 Infogrames, Inc. All rights reserved. Created and developed by Reflections Interactive Limited, an Infogrames studio. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks are the property of their respective owners. Manufactured and marketed by Infogrames Inc., New York, NY.

DREAM CAST

METAL GEAR SOLID



Everyone who's played the Metal Gear Solid games knows they'd make for a great flick or two. So who would we cast for the major roles if such a blockbuster series were to grace theater screens? The answers lie below, friends. Send your Dream Casts to opm@ziffdavis.com.

Barson/WireImage

Solid Snake: Hugh Jackman

Hugh Jackman showed us that he can act all bad-ass—even with a bad hairdo—as Wolverine in *X-Men*. Who better to don gaming's most infamous mullet?

Barson/WireImage

Liquid Snake: Hugh Jackman

It wasn't uncommon in Metal Gear Solid for people to mention the uncanny resemblance between Solid Snake and Liquid Snake. Looks like a dual role for Hugh!

CorbisOutline.com

Solidus Snake: John Malkovich

He might not entirely look the part, but roles in movies like *In the Line of Fire*, *Con Air* and *Mary Reilly* prove John Malkovich's ability to portray an evil genius.

Raiden: Forbes March

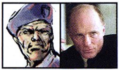
Though relatively unknown, this *Mutant X* star has Raiden's baby-faced looks, as well as the believable build of a special-forces agent. We just need to mess up the hair.

Gilboa/WireImage

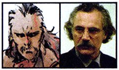
Meryl: Sarah Michelle Gellar

Metro-Golwyn-Mayer Studios Inc.

Otacon: James Spader


Imagine Entertainment

Col. Campbell: Ed Harris


Paramount Pictures Corp.

Ocelot: Rade Serbedzija

Fortune: Lil' Kim

Granitz/WireImage

Emma: Rachael Leigh Cook

Warner Brothers

Ninja: Jet Li

United Paramount Network

Sniper Wolf: Jolene Blalock

METAL GEAR SOLID 2

BIGGEST SOFTWARE LAUNCH EVER?

Who didn't see this one coming? After over a year and a half of non-stop hype, Metal Gear Solid 2's release went on to become one of the biggest software launches of all time. Konami generated approximately $25 million in sales the first day alone (a figure that beats the opening-day results of most Hollywood blockbusters), having released an initial shipment of 1.8 million copies to retailers. Gamers in line for an Xbox or a GameCube were often joined by those after MGS2—in fact, some retailers claim that MGS2's lines were just as long as those for the new consoles. Way to go, Konami!

What do you think of Konami's decision to make Raiden the primary character in MGS2?

10% I feel gypped!

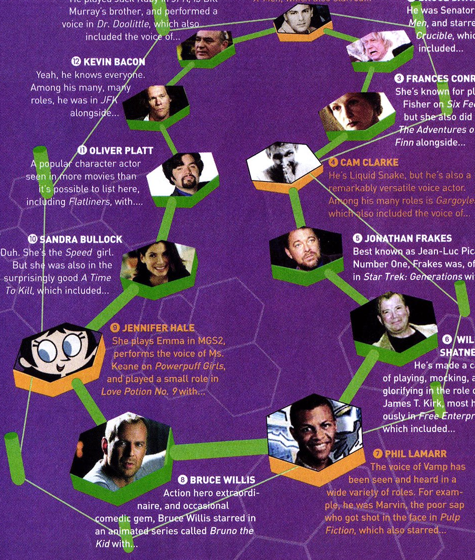
60% Snake would have been better

30% Good. It's a pleasant surprise

gamers.com poll

SIX DEGREES OF...METAL GEAR SOLID 2

Here's what happens when "real" actors get involved in games: We take the list and find out other ways to connect 'em up. Got a suggestion for a future game? Mail 'em to us with the subject "SIX DEGREES."



① **DAVID HAYTER**
He's Solid Snake, man. That was probably what he was known best for...until he penned the script for *X-Men*, which also starred...

② **BRUCE DAVISON**
He was Senator Kelly in *X-Men*, and starred in *The Crucible*, which also included...

③ **FRANCES CONROY**
She's known for playing Ruth Fisher on *Six Feet Under*, but she also did a voice in *The Adventures of Huck Finn* alongside...

④ **CAM CLARKE**
He's Liquid Snake, but he's also a remarkably versatile voice actor. Among his many roles is *Gargoyles*, which also included the voice of...

⑤ **JONATHAN FRAKES**
Best known as Jean-Luc Picard's Number One, Frakes was, of course, in *Star Trek: Generations* with...

⑥ **WILLIAM SHATNER**
He's made a career of playing, mocking, and glorifying in the role of James T. Kirk, most humorously in *Free Enterprise*, which included...

⑦ **PHIL LAMARR**
The voice of Vamp has been seen and heard in a wide variety of roles. For example, he was Marvin, the poor sap who got shot in the face in *Pulp Fiction*, which also starred...

⑧ **BRUCE WILLIS**
Action hero extraordinaire, and occasional comedic gem, Bruce Willis starred in an animated series called *Bruno the Kid* with...

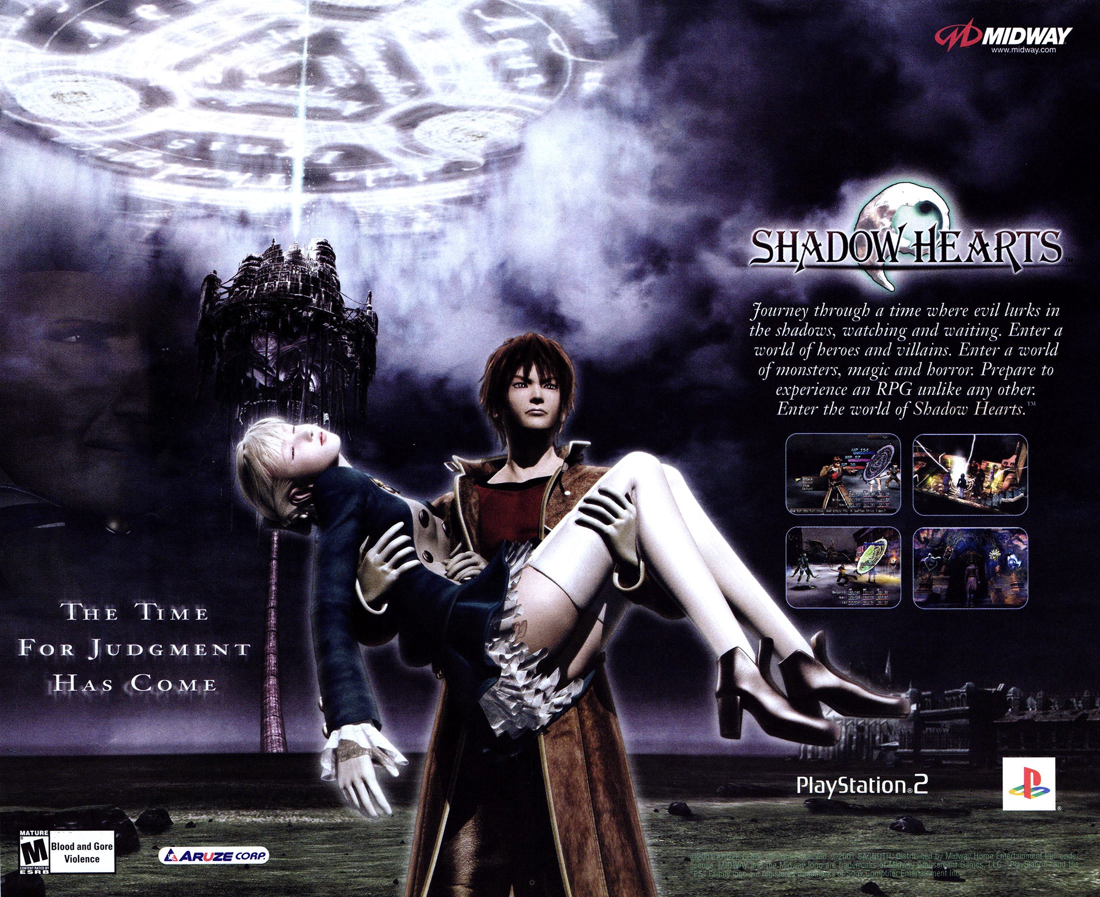
⑨ **JENNIFER HALE**
She plays Emma in MGS2, performs the voice of Ms. Keane on *Powerpuff Girls*, and played a small role in *Love Potion No. 9* with...

⑩ **SANDRA BULLOCK**
Duh. She's the *Speed* girl. But she was also in the surprisingly good *A Time To Kill*, which included...

⑪ **OLIVER PLATT**
A popular character actor seen in more movies than it's possible to list here, including *Flatliners*, with....

⑫ **KEVIN BACON**
Yeah, he knows everyone. Among his many, many roles, he was in *JFK* alongside...

⑬ **BRIAN DOYLE-MURRAY**
He played Jack Ruby in *JFK*, is Bill Murray's brother, and performed a voice in *Dr. Doolittle*, which also included the voice of...


MIDWAY
www.midway.com
SHADOW HEARTS™
THE TIME
FOR JUDGMENT
HAS COME
PlayStation®2
MATURE
M
Blood and Gore
Violence
CONTENT RATED BY ESRB
ARUZE CORP.

Journey through a time where evil lurks in the shadows, watching and waiting. Enter a world of heroes and villains. Enter a world of monsters, magic and horror. Prepare to experience an RPG unlike any other. Enter the world of Shadow Hearts.™

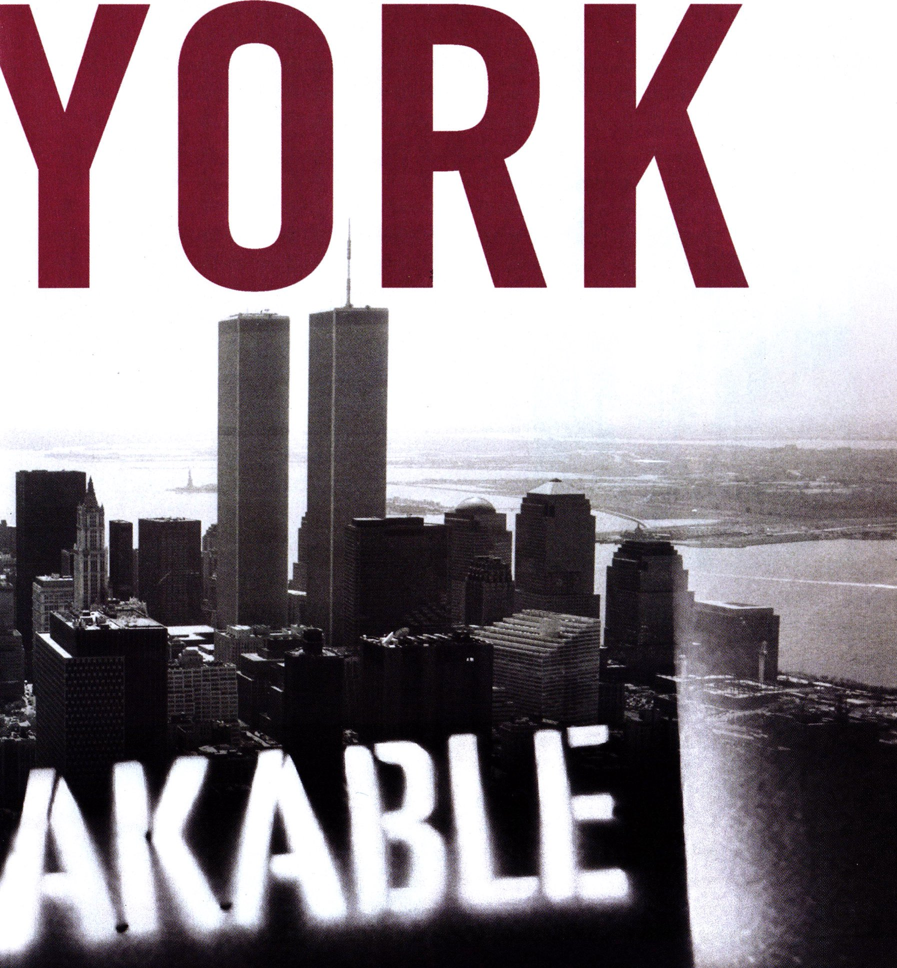
©2001 ARUZE CORP. All Rights Reserved. ©2001 SACNOTH. Distributed by Midway Home Entertainment Inc. under license. MIDWAY and the Midway logo are trademarks of Midway Amusement Games, LLC. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

ZOO

PHOTO BY HORST HAMANN
A TRUE NEW YORKER

OUR LOVE AND INDELIBLE THANKS GOES OUT TO ALL THOSE LOST IN THE SEPTEMBER 11 ATTACK ON AMERICA AND TO ALL THE NYC DOCTORS, NURSES, & HOSPITALS . AND ALL THE VOLUNTEERS AT GROUND ZERO, ACROSS AMERICA, AND ALL OVER THE WORLD

★Excelsior★

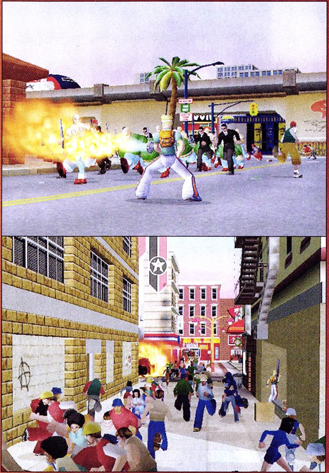


MEN AND WOMEN WHO FIGHT ON TO MAKE THE FREE WORLD SAFE FOR EVERYONE . FDNY . NYPD . EMS . RED CROSS . NATIONAL GUARD . FEMA
OUR MOST SINCERE THANKS . YOUR COURAGE AND ACTIONS STAND TALL AS A TRUE MONUMENT TO ALL THOSE THAT BELIEVE IN UNIVERSAL FREEDOM.

EXCELSIOR IS THE NEW YORK STATE MOTTO
IT MEANS TO FOREVER MOVE UPWARD . TO ALWAYS KEEP GOING AND STRIVE FOR THE BEST
AND THAT IS EXACTLY WHAT WE ARE GOING TO DO . GOD BLESS AMERICA . LET FREEDOM RING . **WWW.ZOOYORK.COM**

STATE OF EMERGENCY

Rockstar's laughable free-for-all is a real riot



If you riot like a real rioter—like a rioter possessed—expect as many as 250 different people to show up on screen. Some live independently, while others aim to take you out. What fun!

Rioting is no laughing matter. Except when it's done in State of Emergency, Rockstar's follow-up to Grand Theft Auto III. In the case of SOE, rioting is a laugh-out-loud proposition. Just ask the masterminds behind the game.

"The overwhelming emotion throughout this game is humor. Everyone laughs while playing the game," says Jamie King, Rockstar's director of development. "The arcadey, comically visual and gameplay styles are in complete contradiction to the subject matter, and it provides the humor."

Think he's wrong? Wait until you light up a crowd of television- and baseball-bat-carrying crazies with a grenade launcher. See that newly detached human head rolling your way? Pick it up and swing it at someone. We know, we know—it sounds gruesome. It sounds grotesque. But it's so ridiculously executed, so surreally cartoonish that it'll likely fill you with giggles. It's funny because, as much as you want to take offense, it still feels like the great arcade games of yesteryear. Games like Double Dragon and The Simpsons.

So instead of turning it off, you laugh. Which doesn't mean Vis, the development team, doesn't understand the severity of their game's topic.

"Although we find the idea of rioting in a video game funny and exciting, the real-world reality of rioting is not," says King. "We knew that this game had to be tongue-in-cheek, and over-the-top in order to produce the desired result. After all, it's meant to provide light relief—not the urge to go out into the streets and actually riot."

King's feelings weren't echoed by the mainstream press at last year's E3, however. Seattle newspapers went ballistic, printing stories about how Rockstar was making a game that was copy-catting the WTO riots that erupted in the city late in 1999.

"It was very frustrating to see certain organizations and media groups take the game the wrong way, and even claim that we copied their real-life experiences," says King. "We were expecting this to some degree, as the media love a villain."

But it *was* a publicity boost. So the media demonized Rockstar and, ironically or stupidly, told the world about SOE.

"It has helped increase the public mindshare of this game," says King. "We have done our utmost to prevent this, and we certainly haven't traded off this media flak, or tried to use it to increase awareness. We really don't need this type of publicity and neither does the game, as it stands up on gameplay alone."

Ah, yes. Gameplay. Games aren't built on controversy alone, now are they? Not good ones, anyway.

Before playing it, our reaction was this: "SOE is a riot game. Hmm. Cool, I guess." But after we had a chance to run through the mall and blast out storefront windows, pull park benches out of the ground in Chinatown, and pick up an AK-47 on the East Side, we were hooked. But we were tired, too. This is the type of game that has so much action—so much going on—it wears you out.

"Sometimes you'll have to give yourself a break," admits Product Manager

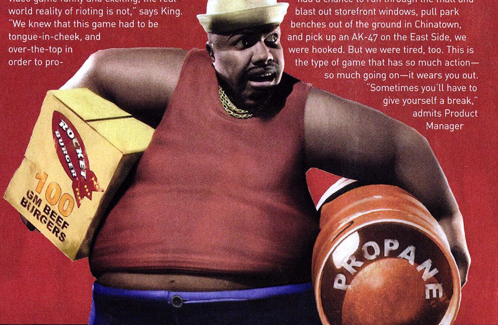
Wisdom from the powers that be

SOE's E3 debut caused quite a ripple in the political waters of Seattle. Here are some of our favorite quotes from some of our "uninformed" politician buds. Enjoy!

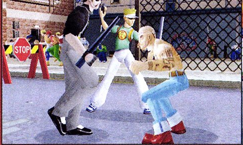
The opening of a CNET news report reads, *"If you missed out on the tear-gas, rubber-pellet fire and window-smashing fun of Seattle's 1999 anti-World Trade Organization riots, cheer up. You can now play the video game."*

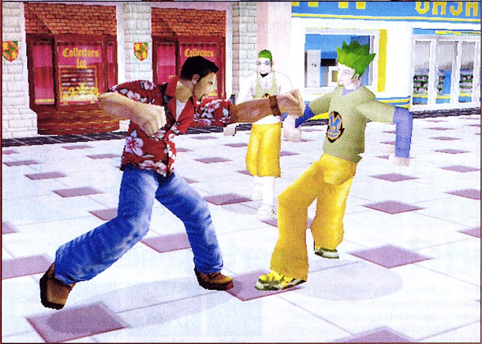
Dick Lilly, a spokesman for Seattle Mayor Paul Schell, said such a game sends a bad message to children and distorts the message of peaceful protesters: *"It demeans the valid concerns of the people, almost all of whom demonstrated peacefully during the WTO event, and it glorifies the violence of those who behaved unlawfully. Free speech should not be equated with lawbreaking. A game like this may wrongfully make that connection."*

Another statement of genius by Dick Lilly: *"[State of Emergency] will never show up in any city-run community center."*



GANT cable
GANT cable
SCOOTERS





▲ Two of the main characters, Mack and Phreak, duke it out in the neighborhood shopping mall. We don't know who that onlooker is, but he better hurry along before he earns himself a fat lip.

Corey Wade. "It's straight-up action. It just never stops."

So where does this game fit genre-wise? We doubt there will be a run of "riot games." SOE seems like a one-of-kind.

"I would actually say that this game goes back into gaming's past, as it is more akin to a coin-op game," says King. "It's a very fresh, modern take on old-school-style beat-'em-ups."

Yes, but few beat-'em-ups have this kind of depth. SOE takes place over four levels and features 175 missions. Plus, few beat-em'-ups feature this many weapons. You can use grenades, Molotov cocktails, AK-47s, trash cans, park benches, Tasers, swords, axes and plenty more. All's fair when you're trying to dethrone The Man by overturning The Corporation in Revolution mode. All while doing your best to ignore the amusing propaganda news flashing across the screen. Or, if you're up for a quick dose of carnage, look behind door No. 2: Chaos mode.

"SOE is really all about rioting, taking back your freedom, fighting the worst kind of Man, taking control of your actions, letting off steam, vegging out in front of your TV on a Friday night, and getting instant gratification," claims King. "Bad day at work? Still feeling pent-up road rage? Sit down, play the game, and let it all out."

Letting it all out's an easy chore considering that there can be as many as 250 rowdy raiders on screen at any given time, rioting just as hard as you are.

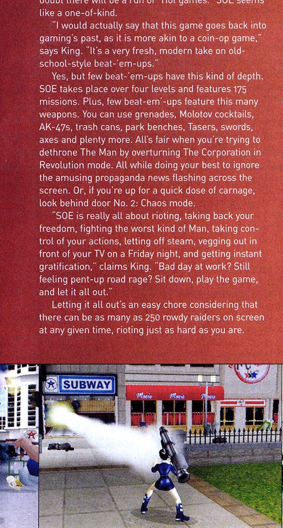
"The most difficult part of making this game was twofold," continues King. "First, how can we display this many detailed characters with complicated A.I. paths. Second, how do we combine that with a solid range of combat moves and a camera that allowed for free-form madness among 250 A.I.'s?"

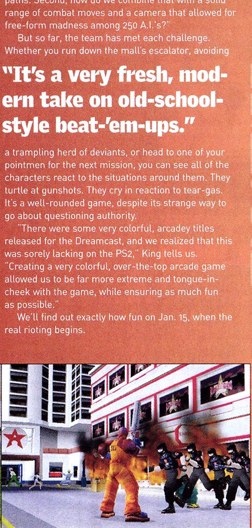
But so far, the team has met each challenge. Whether you run down the mall's escalator, avoiding a trampling herd of deviants, or head to one of your pointmen for the next mission, you can see all of the characters react to the situations around them. They turtle at gunshots. They cry in reaction to tear-gas. It's a well-rounded game, despite its strange way to go about questioning authority.

"It's a very fresh, modern take on old-school-style beat-'em-ups."

"There were some very colorful, arcadey titles released for the Dreamcast, and we realized that this was sorely lacking on the PS2," King tells us. "Creating a very colorful, over-the-top arcade game allowed us to be far more extreme and tongue-in-cheek with the game, while ensuring as much fun as possible."

We'll find out exactly how fun on Jan. 15, when the real rioting begins.





TIMELINE:
State of Emergency

If you're familiar with State of Emergency, you've likely heard some rumors about its progress. We set the record straight, keeping in tune with the spirit of the game.

9.98 In the words of Rockstar's own Jamie King: "SOE was conceived in the darkened corners of the Vis Interactive building in Dumferline, Scotland. I think it was at ECTS when Kirk Ewing and Stewart Waterson scaled the walls of Sam Houser's meeting room, dropped in from the ceiling, and said, 'We want to make a riot game with you.'"

11.30.99 WTO riots happen in Seattle. Some people protest responsibly. Others throw empty bottles of Michelob Light.

2.00 Vis starts working on the basic character models for the PS2. The game was a darker, more serious riot game. Is there any other kind?

3.00 Vis decided to switch from a serious tone to something more cartoony and over-the-top—forever proving that serious riot games are not indeed the only type of riot game. With this new knowledge, rioters near and far rethink their life paths.

10.26.00 PlayStation 2 launches. Ladies and gentlemen, girls and boys foolishly stand in lines. Most go home with slips of paper that say things like, "We're sorry, you were 161st in line. Only 151 off the pace of one of our 10 PS2s!"

5.17.01 State of Emergency debuts at E3. Youngsters across America stop wasting money on cigarettes and eyebrow rings, deciding to save youthful aggression for SOE.

5.18.01 Politicians rage against the coming apocalypse, sure that SOE is the lead horseman. A stir of idiot quotes spill out of mouths of decision-makers, like this gem from Washington state Rep. (and, we're sure, hardcore gamer) Mary Lou Dickerson, D-Seattle: "If you want your child to become a violent anarchist, this is a great training game."

Fall.01 State of Emergency's planned release comes and goes. Eyebrow-ring industry booms. Rockstar decides to lead holiday charge with stud stable of Grand Theft Auto III, Smuggler's Run 2 and Max Payne.

10.25.01 Rockstar releases Grand Theft Auto III. Gamers from coast to coast realize that "Bada-Bing!" should stand alongside Homer Simpson's "D'oh!" in the dictionary, regardless of alphabetization.

11.30.01 *OPM* gets hands-on time with SOE. One editor declares it "the best damn riot game I've ever played." Another editor spends next hour playing as a guy named Mack, pulling ruthless oppressors' arms out of ruthless oppressors' shoulder sockets.

1.15.02 State of Emergency is released. Eyebrow-ring industry swoons.

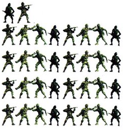
What were the WTO riots even about?

On Nov. 30, 1999, a large mass of protesters gathered in Seattle, Wash., to show their distaste for antiglobalization. While many protesters were peaceful, a large group flew off the handle, and riots ensued. A "state of emergency" was declared to deter the mass riot. Tear-gas was used, police were called in, etc.

The protesters with their heads on straight believed that the World Trade Organization harms third-world countries, robbing them of their unique cultures. Second, they voiced that the WTO hurts them economically, since an overly level playing field doesn't benefit countries in need.

How rioting was going to solve anything is a mystery to us. Too much misguided testosterone? Probably.

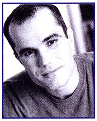
34



The number of Army Men games released or scheduled to release, across all platforms.

CHRISTOPHER HICKMAN

YOU: THE GAME



I know the man who will take video gaming to the next level. Ladies and gentlemen, his name is me.

Sure, we all like the ballet of SSX Tricky and the urban magic of Grand Theft Auto III. But there can be no greater satisfaction than beating the tar out of Mitch Green, the football letterman who stole your girlfriend and then stuck your head in the toilet back in ninth grade. I'll help you rewrite the ego-bumps in your personal history. Your life will be a video game. Your life *should* be a video game.

In You: The Game, you'll play yourself and navigate 30 levels of your own life, where you can make silk purses out of your life's sow's ears. Whether it's getting caught shoplifting at the 7-11, crashing Grandma's car when you were 14, or taking the heat for your toady boss' accounting snafus, your darkest moments can all be remedied. So, in level 16, when you confront the boss who rode you like a serf and you daringly dump acid on his balding pate, the broiling skin and bubbling eyeballs will seem so real that you'll revel, smilingly, in your new history.

In Bob Marcias: The Game, for example, Bob won't miss his chance with fitness trainer Janelle Beauvois, due to his self-esteem issues. Instead, with some sly chatter and a press of the X button, he will now accept that cup of coffee when he drops her off at her apartment—the cup he turned down in real life. Then with a flurry of hidden button combos, Bob will survive a night of Tantric coupling with Janelle that will forever erase his regret. At the end of this level, as he lies triumphant in her vid-bed, there will be a revisionist reward. She will nuzzle close to say, "I must confess, Bobby. I love the Stooges." Can Madden 2002 top that?

Of course, the battle to rectify your life's miseries will be grueling. In You: The Game you can't just rip the office racquetball championship trophy away from Dirker in Advertising. You'll have to conquer him with your newfound wit and dexterity, stunning him with verbal taunts and a punishing backhand. If you want the satisfaction of turning past humiliations into present glories, you'll have to learn your character's strengths and weaknesses.

Christopher Hickman: The Game was no cakewalk. It took two full nights to outwit the moose that once ran roughshod through my Alaskan campsite. But, once I did, I forgot having to trudge through 40 miles of unknown forest to some backwater town where I collapsed with a flu and spent the last of my travel cash on hospital visits and antibiotics. After conquering the horned beast, I unlocked the Wings of Steel and soared to Anchorage through cottony clouds, my chest swelling to Lennox Lewis proportions. I touched down in the center of town, to the delight and wonder of the simple townsfolk, who studied my every polygonal move while offering wine, cheese and ocean-view real estate.

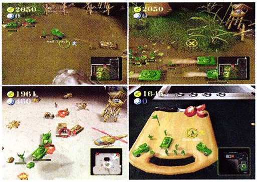
The past is our own greatest battle. In my life, I'm a loser, a coward and an also-ran. In the Game of Me, I'm god-like, with a full head of hair.

A freelance writer and a reporter-researcher for *Vanity Fair*, Christopher has memories of spirited afternoons, in his basement, playing game after game of Dig Dug.

PLAY WAR, AGAIN

The Army Men franchise heads in a new (old) direction

When the Army Men franchise first launched on the PC, it was originally slated to be a real-time strategy game. But in the development process, 3DO sacrificed the RTS element in favor of the action we've come to know and, er, love (though the original PC game did employ more strategic elements than the console versions). Now, 3DO is returning to the original vision with Army Men: RTS. The interesting issue here is that they're involving Pandemic Studios, the folks responsible for the exceptionally deep Dark Reign II on the PC. Calling on an established, successful developer to put the project together is without a doubt a step in the right direction. Expect a much more complex Army Men game than you're used to when the game releases in March.



Sports for non-sports gamers

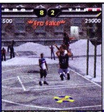
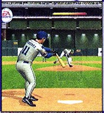
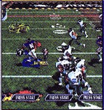
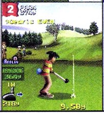
You know those knuckleheads who wear a jersey while sitting on their couch watching a sporting event? Well, trust us, you don't have to be that guy to enjoy sports games. In fact, you don't even have to have sports game experience. For those without the jockstrap, here are five that will tickle any gamer's fancy.

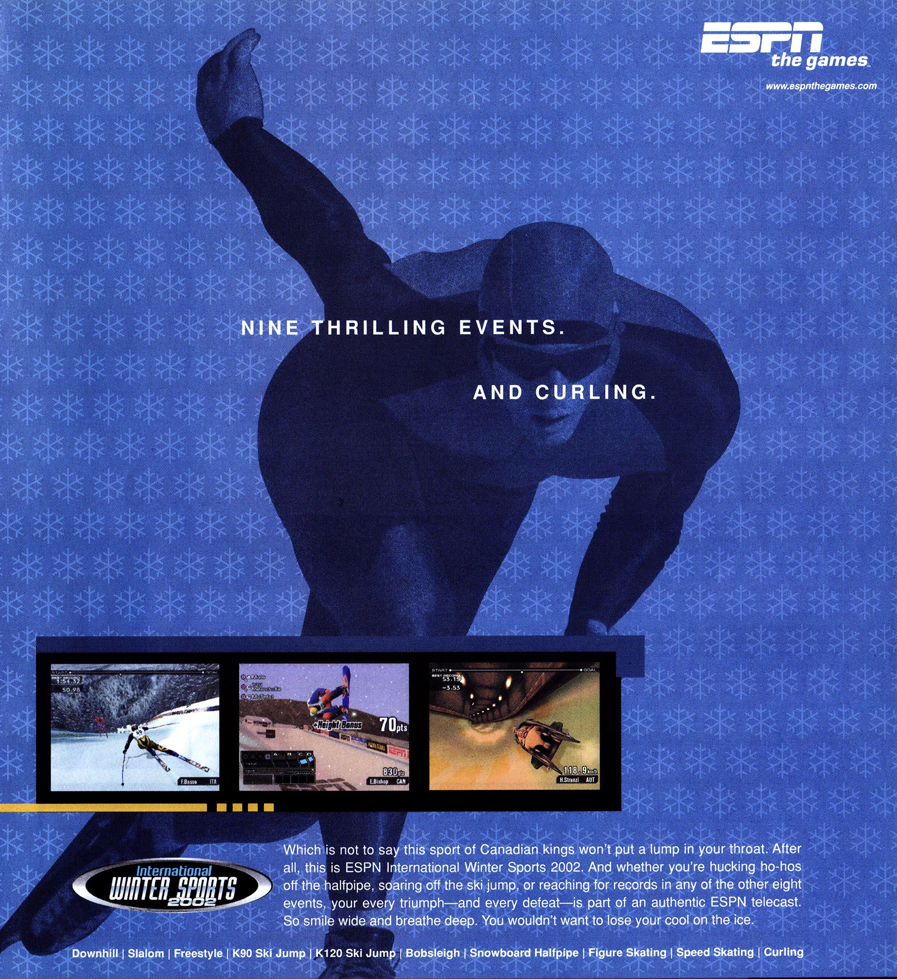
Loads of unlockables

Pull out the multi-tap

Good for beginners

Study up on the sport

PLAYSTATION 2		**NBA Street** EA Big ●●●●●	If you're leery about crossing over to jock-world, NBA Street is your safest bet. It features some of the best sports gameplay on the PS2 while making you feel like you're playing an action game. There are few buttons to learn, you play to 21, so there's no clock to worry over, and the cartoony graphics and special moves will make you titter with joy. Plus, rubber-band logic means games are always close.	Loads of unlockables Good for beginners
		NHL Hitz Midway ●●●●	Simulation hockey has no business clogging up the works, and NHL Hitz is a perfect example why. Hitz is fast, fun and ridiculous. While the amount of buttons might cloud the fun for first-timers, it won't take long before you're drilling people through the glass that surrounds the arenas. Plenty of unlockables keep the replayability high and the fighting is as much fun as trying to score.	Loads of unlockables Pull out the multi-tap Study up on the sport
		**Triple Play Baseball** EA Sports ●●	While Triple Play drove die-hard baseball fans crazy with its simplicity, newcomers will enjoy feasting on the lack of simulation particulars. The controls are so simply devised that your grandmother could have as much success as your little brother. Plus, you won't need an extensive knowledge of any team to enjoy success. Expect home runs, arcadey sound effects and the scoreboard to bling like a pinball machine.	Good for beginners Study up on the sport
PS ONE		**NFL Blitz 2000** Midway ●●●●●	What do you mean you never played Blitz in the arcade? Are you nuts?! More than any other sports game, Blitz is where pro wrestling, Tekken and football shake hands with good ol'-fashioned ass-kickings. It's a crazy-paced free-for-all that happens to include the potential for scoring touchdowns. This is a non-sports gamer's dream. Even if you walk away a loser, you can make it so your opponent can't walk at all.	Good for beginners Pull out the multi-tap
		**Hot Shots Golf Series** Sony CEA 1 ●●●● 2 ●●●◐	Don't like golf? Get ready to have your mind forcibly changed. The first HSG rocked our worlds with its excellent physics, its ultra-addictive play, its extensive mini-golf mode, and its entertaining multiplayer options (for example, you can hit a button to heckle the other players). The second one is preferred by some, but we bemoan the somewhat quirky physics and the absence of mini-golf. Both are solid, though.	Good for beginners Pull out the multi-tap



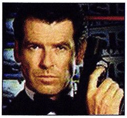
ESPN the games
www.espnthegames.com
NINE THRILLING EVENTS.
AND CURLING.
1:54.32
50.98
F.Basso ITA
+Height Bonus
70pts
830pts
E.Bishop CAN
START
GOAL
BEST RECORD
53.15
-3.53
118.9km/h
H.Stranzl AUT
International WINTER SPORTS 2002

Which is not to say this sport of Canadian kings won't put a lump in your throat. After all, this is ESPN International Winter Sports 2002. And whether you're hucking ho-hos off the halfpipe, soaring off the ski jump, or reaching for records in any of the other eight events, your every triumph—and every defeat—is part of an authentic ESPN telecast. So smile wide and breathe deep. You wouldn't want to lose your cool on the ice.

Downhill | Slalom | Freestyle | K90 Ski Jump | K120 Ski Jump | Bobsleigh | Snowboard Halfpipe | Figure Skating | Speed Skating | Curling

EVERYONE E CONTENT RATED BY ESRB | GAME BOY ADVANCE | NINTENDO GAMECUBE | ® | PlayStation®2 | XBOX | KONAMI ®

©2001 Disney. ESPN and ESPN the games are trademarks of ESPN, Inc. Konami® is a registered trademark of Konami Corporation. ©2001 Konami. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Xbox and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. TM, ® and Game Boy Advance are trademarks of Nintendo.

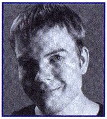


James Bond is Back!

EA is already hard at work on another James Bond game for the PS2 and intends to have it ready by this fall. Like Agent Under Fire, it will likely be completely original and not movie-based.

RYAN LOCKHART

FEELING STRESSED? ADD SOME GTA3 TO YOUR DIET!



He tapped me. Sure, I was flying down the wrong direction of a one-way street, but this snooty guy in his shiny Viper actually hit my car. Or I hit his. It really didn't matter. All I knew was blind anger, so I yanked my emergency brake and whipped my sportster around. Suddenly my mission objective didn't seem that important. The thrill of breaking a yakuza boss out of prison suddenly lost all meaning; all that I cared about was making this fool pay. And pay he did. After nudging him gently into a wall, I repeatedly slammed my car into his until both our vehicles were reduced to scrap. I pulled the punk out, hit him a few times with a bat, and then shot him in the back as he ran away. It didn't dawn on me until a few seconds later, when I shot a few other bystanders and yanked another guy out of his car, that I just did a very bad thing. And loved every second of it.

My friend doesn't like playing Grand Theft Auto III; he says it makes him feel dirty. I can understand that; there's something inherently wrong about a game that allows you to run up to a prostitute and punch her in the face. Or to beat up a cop and steal his car. Or to run over countless bystanders with a firetruck. But, that said, there's also something strangely stress-relieving about it, too. With his thoughts in mind, I decided to go through a mission without killing a single person, without speeding, without breaking the law in any way unless the mission called for it. It took me 12 tries, but I did it. Yeah, I had to start up a new game and complete one of the easier missions (not speeding in the later levels isn't really an option), but still, I did it. And you know what? It was actually fun and challenging. I made a pact with myself to try to go through the rest of the game without killing anybody I didn't have to. And I think I made it halfway through the next mission before some dumbass blindsided me. The FBI units were after me by the time I got done making this guy pay.

Why does GTA3 do this to us? Why do we spend countless hours just driving around, seeing how we can raise our wanted meter to six stars? Does it make us bad people because we take that corner just a little tighter than we need to, just to see some people fly? I've already seen the backlash, certain groups using GTA3 as a podium to point out how video games are warping kids' minds. But you know what? I think these games are having the exact opposite effect. They allow us to relieve stress. All that anger we have built up while driving through traffic on the way home from work, we can take it out on the imaginary citizens of Liberty City. Who hasn't had the urge to just slam into a person in front of him, or to tear down a sidewalk in order to bypass some traffic? Now we can, in the safety of our living room, and without the jail time. Games are fiction. Fun. They should allow us to do things we can't do in real life, and in that respect, GTA3 succeeds wonderfully. If the game's premise bothers you, don't play it. Or, better yet, do play it. I guarantee you'll be a maniacal road warrior within five minutes. And a less stressed one at that.

Ryan Lockhart ryan_zwei@yahoo.com should be stressed, Legion: The Legend of Excalibur is in its final development stages. But, thanks to the power of GTA3, he can sleep nights. Thanks GTA3.

PLAYSTATION APTITUDE TEST

1. Which of these is *not* a character class in Wizardry: Tale of the Forsaken Land?

a. Samurai
b. Knight
c. Cleric
d. Bishop

2. Out of the 12 games included on Namco Museum for PS2, which two do you need to unlock by demonstrating your mad skills at Pac-Man and Ms. Pac-Man?

a. Pac-Man Arrangement and Pac-Mania
b. Pac-Man Arrangement and Dig Dug Arrangement
c. Dig Dug Arrangement and Pac-Attack
d. Pac-Attack and Pac-Mania

3. Who's the head criminal mastermind you must defeat in Activision's upcoming Spider-Man for PlayStation 2?

a. Shocker
b. Green Goblin
c. Scorpion
d. Vulture

4. Aside from the main character (and the name), what's the only thing linking platform game Frogger: The Great Quest to any past game of the series?

a. The gameplay
b. The quest to find a princess
c. Goblins
d. His shirt

5. What is the human-like species known as in the upcoming online game, Final Fantasy XI?

a. Human
b. Hume
c. Hewman
d. Hooman

6. Which unreleased Final Fantasy games have been officially announced?

a. Final Fantasy XI only
b. Final Fantasy XI and XII
c. Final Fantasy XI, XII and XIII
d. None

7. Which of the following is the odd one out?

a. Metal Gear Solid
b. Colony Wars: Vengeance
c. Resident Evil 2
d. Tomb Raider

8. Rez is the brainchild of which Tetsuya?

a. Tetsuya Nomura
b. Tetsuya Mizuguchi
c. Tetsuya Mitsubishi
d. Tetsuya Kojima

9. Which of the following Metal Gear characters is the odd one out?

a. Vamp
b. Fortune
c. Olga
d. Raven

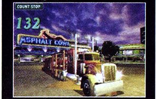
10. What year was the Dual Shock released?

a. 1998
b. 1997
c. 1999
d. 1943

Answers
1.c **2.**d **3.**b **4.**d **5.**b
6.b **7.**d **8.**b **9.**d **10.**a

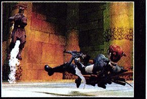
DATA STREAM

Keep on Truckin'


COUNT STOP
132
ASPHALT COW

Sega is working on a sequel to its American Pro Trucker title for the arcades called King of Route 66. New additions include a CB radio and nitro boosts. No word yet on a PS2 port, though. But we can hope.

Rayning Blood

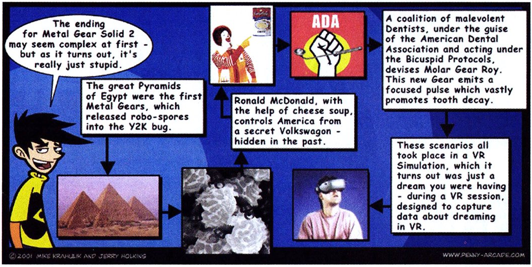


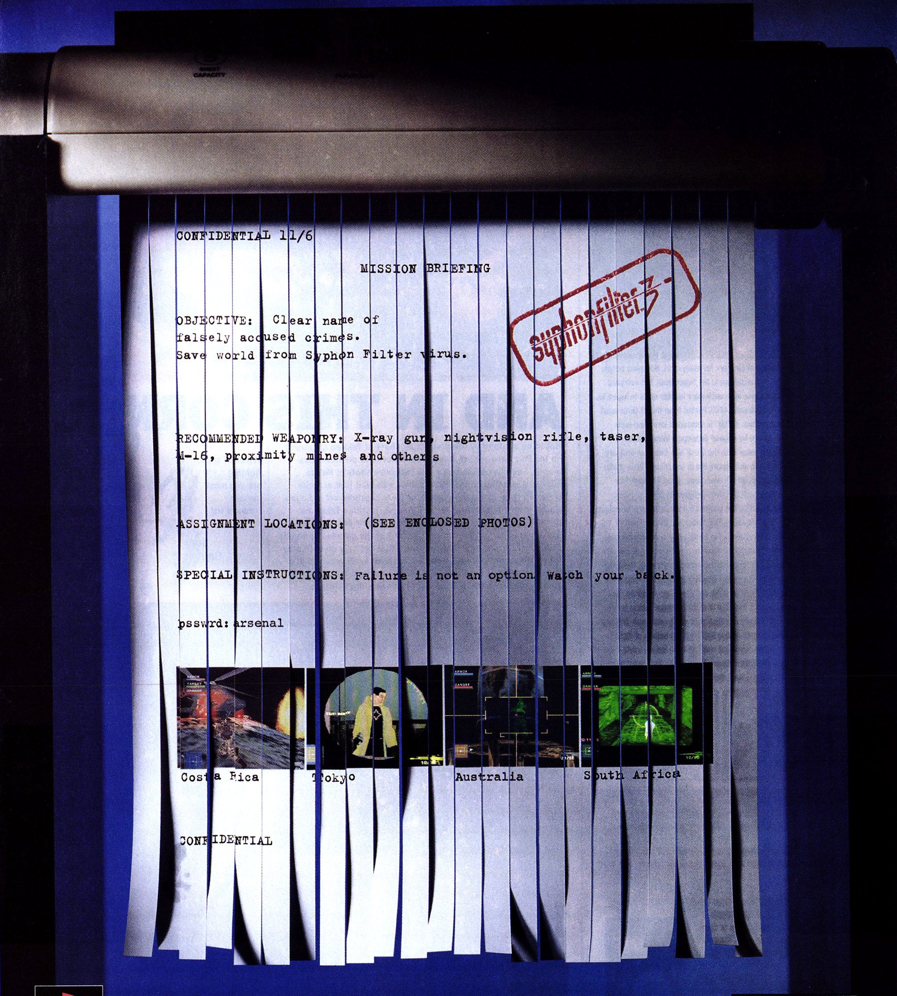
Nazis meet...vampires? Majesco's new adventure BloodRayne features a heroine with vampiric powers who fights Nazis in late-'30s South America. Er, huh? The game will release in the fall.

Ozzy Bails Out

Ozzy Osbourne has pulled out of the Black Skies game that he was to star in. Developer iRock Interactive has dropped his likeness from the game and has instead decided to call it Savage Skies. And if this actually matters to any of you, we feel sorry. For you.

WWW.PENNY-ARCADE.COM


The ending for Metal Gear Solid 2 may seem complex at first - but as it turns out, it's really just stupid.
The great Pyramids of Egypt were the first Metal Gears, which released robo-spores into the Y2K bug.
Ronald McDonald, with the help of cheese soup, controls America from a secret Volkswagon - hidden in the past.
ADA
A coalition of malevolent Dentists, under the guise of the American Dental Association and acting under the Bicuspid Protocols, devises Molar Gear Roy. This new Gear emits a focused pulse which vastly promotes tooth decay.
These scenarios all took place in a VR Simulation, which it turns out was just a dream you were having - during a VR session, designed to capture data about dreaming in VR.
©2001 MIKE KRAHULIK AND JERRY HOLKINS
WWW.PENNY-ARCADE.COM


syphon filter 3

CONFIDENTIAL 11/6

MISSION BRIEFING

OBJECTIVE: Clear name of
falsely accused crimes.
Save world from Syphon Filter virus.

RECOMMENDED WEAPONRY: X-ray gun, nightvision rifle, taser,
M-16, proximity mines and others

ASSIGNMENT LOCATIONS: (SEE ENCLOSED PHOTOS)

SPECIAL INSTRUCTIONS: Failure is not an option. Watch your back.

psswrd: arsenal

Costa Rica Tokyo Australia South Africa

CONFIDENTIAL

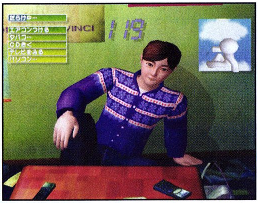
MATURE
M
CONTENT RATED BY
ESRB

Blood
Violence

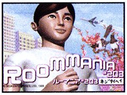
Syphon Filter is a trademark of Sony Computer Entertainment America Inc. ©2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

ONLY IN JAPAN

Roommania #203
Sega/Wave Master, PS2



Video games are an escapist pleasure for many of us. Not many people get to score the winning touchdown in the Super Bowl, but everyone can in Madden. And for those of us with more humble goals to aspire to, there's always Sega's Roommania #203. Ported from the hit Dreamcast version (though the definition of "hit" is somewhat stretched with Dreamcast games in Japan) by original developers Wave Master, it allows you to mercilessly mess with the life of Neji Taihei, an ordinary young Japanese male living an ordinary life in an ordinary little studio apartment where he spends all too much time, alone. Through four episodes, you have numerous objectives designed to bring on major changes in his life, be it setting the alarm clock three times or bleaching his hair blond (Ladies, ladies, ladies, Neji Taihei is in the hizooouse!). You accomplish tasks by either rearranging furniture or throwing invisible ping-pong balls at objects to get his attention; needless to say, the latter is very useful, while the former merely results in scaring the living daylights out of poor Neji. During the day, the apartment is empty, giving players the chance to read his diary and rearrange furniture (you decide which option is more fun). But at night the game comes to life when Neji returns and is ready to follow your every command. It'll take a lot of time and dedication to rescue Neji from the bowels of depression, but when it's all done, you'll feel comfort from having saved a virtual life. But the question then remains: After all the time spent home alone with your PS2, will you have then turned into Neji?



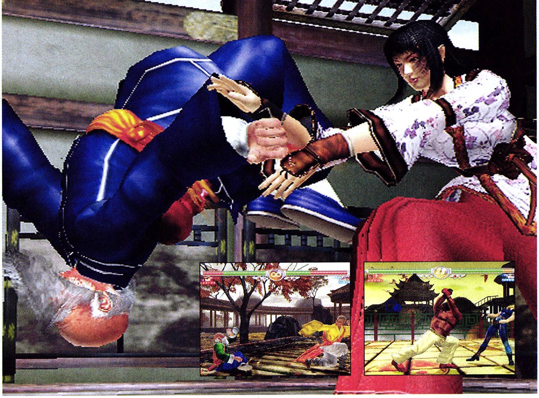
NEJI'S NOT ALONE THOUGH

The U.S. has actually had its own fair share of virtual-life games over the years. Check out a bunch that immediately come to mind...

Voyeur (3DO): A high-tech murder mystery with political intrigue and a complex plot, or so it says. Looks like an old full-motion video (FMV) game to us.

The Sims (PC): The odd one out from this list—no FMV, and a good game to boot. Instead of one pathetic loser, you get to control families of them. And you get to buy them stuff. Think of it as a virtual Barbie house, but add fun.

Night Trap (Sega CD): Another FMV game, with the only possible justification for playing to see the late Dana Plato (*Diff'rent Strokes* and nothing else) in her nighties. Yes, it's that bad.

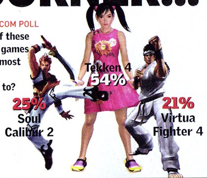


AND IN THIS CORNER...

Not to be outdone by the first actual shots of Tekken 4 running on the PS2 hardware that we have featured in previews this month, Sega has tossed us a few exclusive shots of Virtua Fighter 4 running on the PS2 hardware as well (the screens we've all seen of the game thus far were captured off of Sega's Naomi 2 arcade board). The cool thing is, just like Tekken 4, these PS2 shots look virtually identical to their arcade counterparts, meaning that a near-perfect port of the game is definitely within Sega's grasp. So now we know that not only do both play great (from our limited hands-on time with early versions of both last month), but that they look just as good too. It's sure going to be one heck of a fighting-game war next spring.

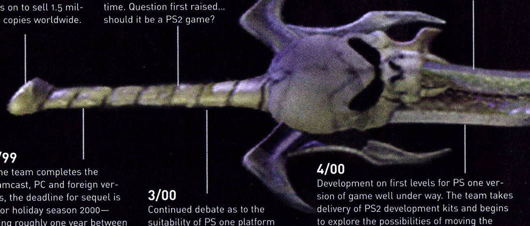
GAMERS.COM POLL

Which of these fighting games are you most looking forward to?



TIMELINE:

Soul Reaver 2



8/99
Soul Reaver released for PS one (and later Dreamcast and PC). It goes on to sell 1.5 million copies worldwide.

10/99
As the team completes the Dreamcast, PC and foreign versions, the deadline for sequel is set for holiday season 2000—leaving roughly one year between games. Soul Reaver 2 preproduction begins with rough story work.

1/00
Team starts work on Soul Reaver 2 for PS one. Deadline is still at the end of the year, which means that a lot of work needs to be done in a very small space of time. Question first raised... should it be a PS2 game?

3/00
Continued debate as to the suitability of PS one platform for the new game. Crystal Dynamics' other Legacy of Kain project, Blood Omen 2, is already in development for PS2, having begun preproduction in early 1999.

4/00
Development on first levels for PS one version of game well under way. The team takes delivery of PS2 development kits and begins to explore the possibilities of moving the game to the new technology. Industry trade show E3 is a month away at this point, so the decision is made to try to transfer the existing PS one code to PS2 so that it can be shown to Sony and Eidos execs for feedback.

5/00
The existing PS one levels are successfully ported to PS2 in less than four weeks. The code is demonstrated behind closed doors at E3 to a number of folks who react favorably to the early demo.

Konami shows Metal Gear Solid 2 for first time at same event. It's clear that the bar has been raised in terms of technical expectations. Eidos gives Crystal Dynamics the green light to move development to PS2. SCEA's head of third party development encourages team to work on technology to "take advantage of PS2."

FALSE STARTS

When most people think of Core, they tend to think of the Tomb Raider franchise. But this studio has been incredibly prolific through their almost 10-year career. Core got its start in 1992 with games like Chuck Rock, Chuck Rock II: Son of Chuck, AH-3 Thunderstrike and Bubba n' Stix for the Genesis and Sega CD. It wasn't until four years after its inception that it hit upon their most successful formula, courtesy of Lara Croft. But that hasn't stopped Core from returning to its roots with Thunderstrike, or developing new franchises like Fighting Force. Check out this impressive list of games (we left out the Tomb Raiders; we figure you know all about those) that have appeared on either PS platform. Know a developer you'd like to see featured here? Send it to us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	Shellshock 1995 - PS one, PC, Sega Saturn	An unusual take on tank warfare, as interpreted through hip-hop culture. Big action, bigger-than-life characters.	A pretty healthy dose of novelty in the story and presentation.	Doesn't take very long for the novelty to wear off. Not very long at all.
	Thunderstrike 2 1995 - PS one, Sega Saturn (1996)	A helicopter "sim" that could better be described as an arcade shooter with unusually complex controls.	Great sound, lots of missions, actual texture-mapped polygons!	Not a whole lot of depth beyond the unusually complex controls.
	Machinehead 1996 - PS one, Sega Saturn	A first-person, vehicle-based shooter. Think Doom on wheels (or Shadow Master, if you're really hardcore).	Fairly fast action and fairly smooth controls.	Control scheme puts some FPS fans off; difficulty can get frustrating fast; story is horribly contrived.
	Fighting Force 1997 - PS one, Nintendo 64 (1999)	A free-roaming, weapon-based hand-to-hand brawler in the vein of Double Dragon or Final Fight.	Anything that ain't nailed down can be used as a weapon: Coke cans, cars, you know, whatever.	There's not a lot here that hasn't been done before, and the game's fairly unbalanced.
	Swagman 1997 - PS one	An adventure game in a very old-school style, revolving around a young boy, his sister, and a bizarre dreamland.	The real-world/dream-world duality and the two-character puzzles make for some novelty.	Older players can be turned off by the cutesy theme; kids can get frustrated by the puzzles.
	Ninja: Shadow of Darkness 1998 - PS one	It's a ninja game without a whole lot of ninja elements. If you think that sounds less than interesting, you're right.	Some interesting enemy design, some fast action.	Nasty controls, terrible camera, overall quite a lackluster concept and execution.
	Fighting Force II 1999 - PS one, PC, Sega Dreamcast	Honestly, the name tells you just about everything you need to know. It's more Fighting Force.	Great graphics, similar weapon system to the original, lots of gameplay.	As in the first game, it gets a little old after just the first few levels. Not terribly exciting.
	Project Eden 2001 - PS2, PC	An action/adventure game that relies heavily on puzzles and especially the concept of four-way teamwork.	Interesting game structure, solid graphics, and some truly intriguing multiplayer features.	Some folks have reported this game crashes on the fourth level! Plus, overall it's not terribly polished.
	Thunderstrike: Operation Phoenix 2001 - PS2	The latest in Core's longest-running series adds some more serious sim aspects to the arcade-based gameplay.	The 'copter controls are appropriately complex...	...which is also the biggest problem. It's more frustrating than fun, and a bit buggy to boot.

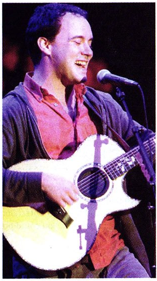
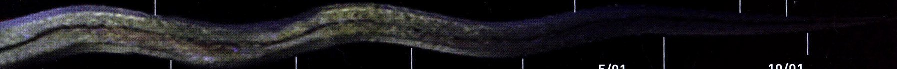


photo by John Shearer/WireImage

OVERHEARD

"I can't imagine being on the road without it. Our lounge bus is dedicated to the PS2."

—Popular recording artist Dave Mathews on his favorite console



6/00
With the shift to PS2, the original deadline is no longer feasible. A new release date is set by Eidos and the development team for March 2001. This gives the relatively small group of programmers only four additional months to re-engineer the game for the PS2.

To allow enough time for the creation of the PS2 game engine, all non-essential tasks must be cleared from the programming schedule. Taking this into account, the game design goes through its first major revision. Features are re-examined and many aspects of the original concept are changed completely. One of the first things to go are the bosses. The A.I. and logic-based bosses of Soul Reaver cannot be feasibly developed within the time allowed. In an effort to remove all technical risks from the programming schedule, the plan for the game's elemental Reaver mechanics is also simplified. Because the new PS2 levels can have 10 times more detail than the original environments, it takes up to five times longer to build, texture and light the geometry. The layout plan must be simplified and levels eliminated to provide the artists time to build the more elaborate architecture and environments expected on the PS2. As a result, the game becomes more linear in nature.

9/00
With the gameplay concepts pretty much established, the story is locked down and the elements of the game that affect the narrative are established.

12/00
Level design continues, but time constraints mean that many of the environments can't be as ambitious in scope as originally intended. Improvements in graphics technology for the game mean that it is a lot more demanding on both the programmers and artists.

1/01
As the March deadline approaches, it's clear that much more time is needed and the game is pushed back to late summer '01.

2/01
Following the announcement that Sega was ceasing production of the Dreamcast game console, the team begins to question the viability of the Dreamcast version of Soul Reaver 2.

3/01
The Dreamcast version of the game is dropped. Meanwhile, the design of the game goes through another revision as it becomes clear that many of the original ideas aren't going to come together in time.

5/01
The game's dialogue script is completed. Voice recording begins and continues over the next month. The recordings are handed over to the animators to begin work on the extensive cinematics in the game. With so much of the gameplay now removed or altered, the narrative and structure of the game depends more and more on the storytelling through character interaction.

7/01
"Pick-ups" for the voice work (extra lines, forgotten moments or necessary tweaks) are recorded.

8/01
Sony selects Soul Reaver 2 as a PS2 exclusive.

10/01
Final code of the game is submitted to Sony in mid-October; it's approved quickly and goes into manufacturing so that the game can be on sale in the U.S. on Oct. 31, 2001.

FORGOTTEN GEMS

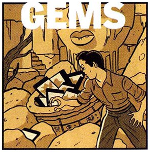


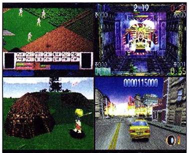
Illustration by Mark Matcho

Got a game you'd like to see here? Then e-mail us at opm@ziffdavis.com with the subject line FORGOTTEN GEMS. Remember, we're looking for overlooked "classics" buried among the PS one's big releases—and we're especially interested in titles that predate our Review Archive.

Blast Chamber was a pretty cool game. It had a unique premise with rotating rooms, and wasn't too complicated to play. It had some thought-provoking puzzles to figure out in single-player, and provided hours of entertainment at parties with its four-player modes. In general, you could pretty much say, well, it's a blast!
"Alan O."
iisven@mac.com

I was looking through my library of games and dug out **X-Com: UFO Defense**. What a cool game from the past, with so much alien butt to kick and diverse gameplay—which included resource management, R&D aspects and chess-style strategy in the battles.
Joseph Ruder
ruderj@avaya.com

The original **Die Hard Trilogy** was like getting three games in one. It was especially fun with a light gun. The game was good for its time (although I had to use the codes to beat it).
Andrew Walls
e-mail address withheld by request



Clockwise from upper left: X-Com, Blast Chamber, Die Hard Trilogy, Tail of the Sun

Tail of the Sun. One of the most bizarre games ever to hit American shores. You play a caveman wandering the expanses of the world in search of the mammoth—though how quickly you find the mammoth doesn't really matter. Pick things up off the ground, raise them triumphantly over your head, and eat them; collapse to the ground to sleep whenever you're tired; and, when your caveman's life has run its course, return to your ever-growing tribe to pick another character from your village of the ugliest misfits incest ever produced. You can even listen to the soundtrack as a regular CD!
Jude Chao
jude_chao@yahoo.com

CART World Series. This game had a good sense of speed, great damage model, and took advantage of the first dual-analog controller, so you could have precise steering and throttle. Anybody remember the first dual-analog controller, with the green lights?
Christopher Doerr
raistlin7_98@yahoo.com

PLAYSTATION SIGHTINGS

24, FOX, aired 11/6/01

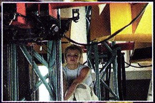
Minutes into the debut episode of Fox's real-time, thrill-a-minute action series, *24*, Jack Bauer (Keifer Sutherland) attempts to track down his missing daughter. So he calls her ex-boyfriend—who seems more concerned with smoking and playing PlayStation at the same time than where she is. Turns out that the girl's absence is just one of the things setting the stage for the longest day of Bauer's life.

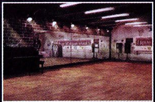
SCANNING BRITNEY

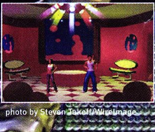
As regular readers of *OPM* should know, Britney Spears has had our devout attention for quite a while now. THQ knows of our affection for her, and has treated us with the exclusive first details on her highly secretive PS2 game, Britney's Dance Beat.

Britney needs your help in a conundrum we're betting you face this very moment: no backup dancers for her world tour. "You play the part of the backup dancer who must attend a bunch of practice sessions and auditions until you eventually earn a place on the tour," Producer Jamie Bafus tells us. "As you get further, you can unlock cool stuff, ranging from music videos to actual 3D interactive video sessions. And if you make it to the end, you get your chance to dance on stage with a 3D version of Britney herself."

Dance Beat plays in a very similar manner to the Bust-A-Move series—which makes sense considering it shares the same developer, Metro. Just imagine rhythmically tapping buttons to songs like "I'm a Slave 4 U," "Oops! I Did It Again," "Baby...One More Time" and more. We'll bring you more details soon on this spring title, but in the meantime, enjoy these screens and pictures taken from Britney's cyberscan session (which, Bafus tells us, she described as "pretty cool").







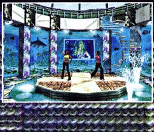


photo by Steven Takoff/WireImage

THEY
CAME FROM
EBGAMES.COM
Infiltrating
YOUR WORLD.
Delivering
YOUR GAMES.
XBOX
GAMECUBE
PS2
GBA
YOU GET IT

YOU GET IT

EBgames.com

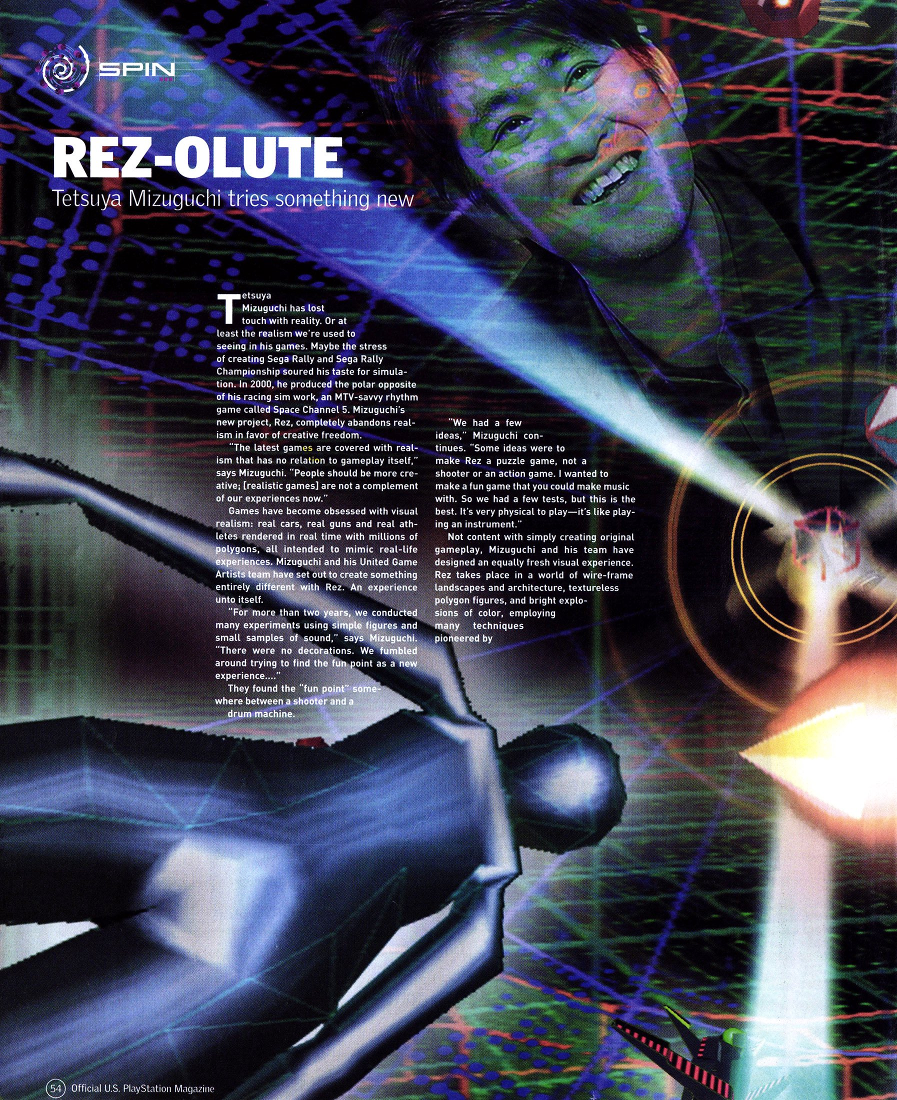
electronics boutique

Over 600 stores nationwide

AOL KEYWORD: EBGAMES

REZ-OLUTE

Tetsuya Mizuguchi tries something new



Tetsuya Mizuguchi has lost touch with reality. Or at least the realism we're used to seeing in his games. Maybe the stress of creating Sega Rally and Sega Rally Championship soured his taste for simulation. In 2000, he produced the polar opposite of his racing sim work, an MTV-savvy rhythm game called Space Channel 5. Mizuguchi's new project, Rez, completely abandons realism in favor of creative freedom.

"The latest games are covered with realism that has no relation to gameplay itself," says Mizuguchi. "People should be more creative; [realistic games] are not a complement of our experiences now."

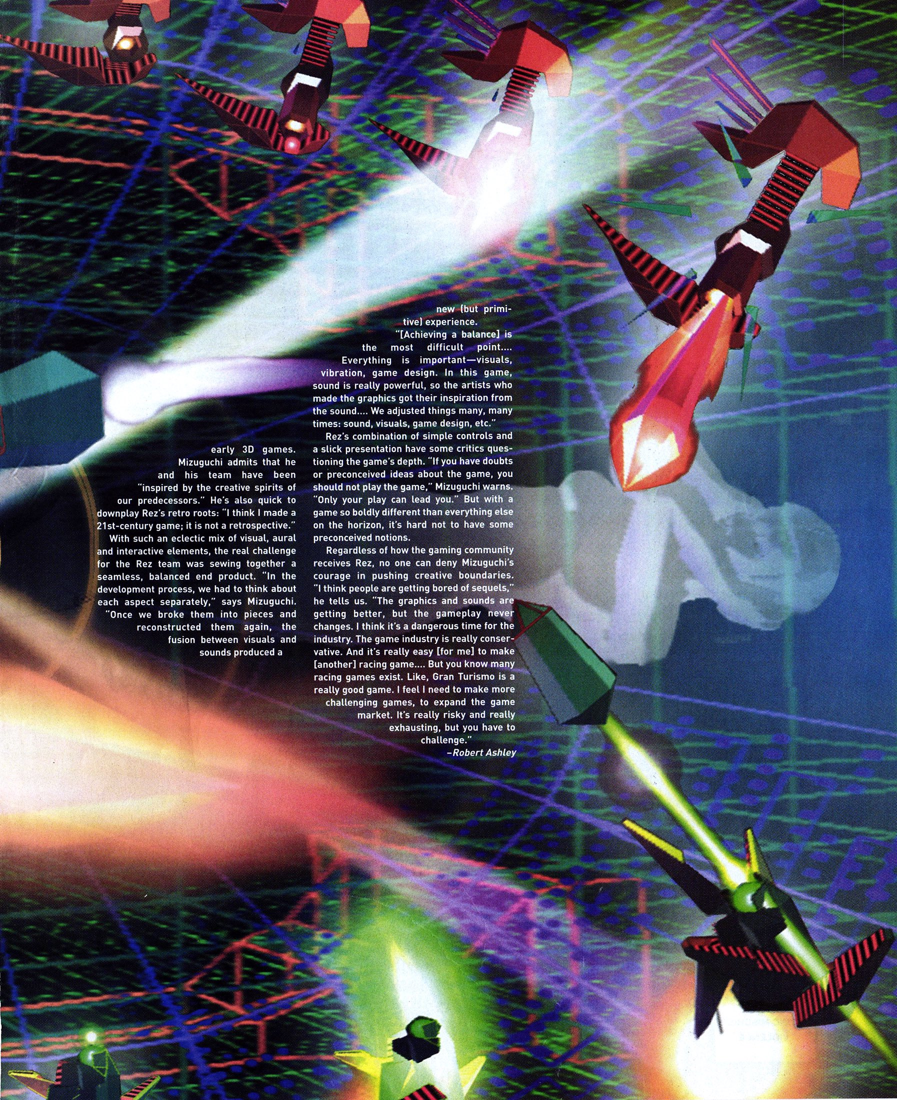
Games have become obsessed with visual realism: real cars, real guns and real athletes rendered in real time with millions of polygons, all intended to mimic real-life experiences. Mizuguchi and his United Game Artists team have set out to create something entirely different with Rez. An experience unto itself.

"For more than two years, we conducted many experiments using simple figures and small samples of sound," says Mizuguchi. "There were no decorations. We fumbled around trying to find the fun point as a new experience...."

They found the "fun point" somewhere between a shooter and a drum machine.

"We had a few ideas," Mizuguchi continues. "Some ideas were to make Rez a puzzle game, not a shooter or an action game. I wanted to make a fun game that you could make music with. So we had a few tests, but this is the best. It's very physical to play—it's like playing an instrument."

Not content with simply creating original gameplay, Mizuguchi and his team have designed an equally fresh visual experience. Rez takes place in a world of wire-frame landscapes and architecture, textureless polygon figures, and bright explosions of color, employing many techniques pioneered by



early 3D games. Mizuguchi admits that he and his team have been "inspired by the creative spirits of our predecessors." He's also quick to downplay Rez's retro roots: "I think I made a 21st-century game; it is not a retrospective."

With such an eclectic mix of visual, aural and interactive elements, the real challenge for the Rez team was sewing together a seamless, balanced end product. "In the development process, we had to think about each aspect separately," says Mizuguchi. "Once we broke them into pieces and reconstructed them again, the fusion between visuals and sounds produced a new (but primitive) experience.

"[Achieving a balance] is the most difficult point.... Everything is important—visuals, vibration, game design. In this game, sound is really powerful, so the artists who made the graphics got their inspiration from the sound.... We adjusted things many, many times: sound, visuals, game design, etc."

Rez's combination of simple controls and a slick presentation have some critics questioning the game's depth. "If you have doubts or preconceived ideas about the game, you should not play the game," Mizuguchi warns. "Only your play can lead you." But with a game so boldly different than everything else on the horizon, it's hard not to have some preconceived notions.

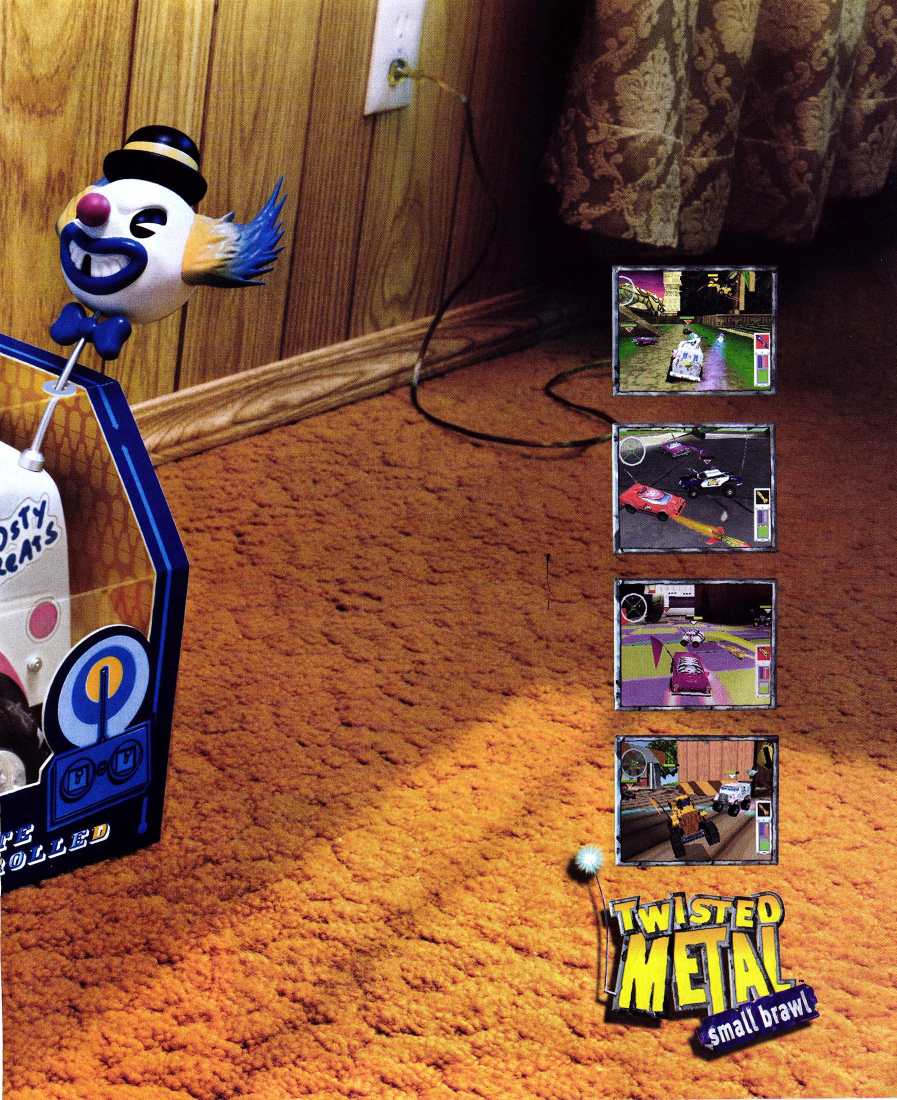
Regardless of how the gaming community receives Rez, no one can deny Mizuguchi's courage in pushing creative boundaries. "I think people are getting bored of sequels," he tells us. "The graphics and sounds are getting better, but the gameplay never changes. I think it's a dangerous time for the industry. The game industry is really conservative. And it's really easy [for me] to make [another] racing game.... But you know many racing games exist. Like, Gran Turismo is a really good game. I feel I need to make more challenging games, to expand the game market. It's really risky and really exhausting, but you have to challenge."

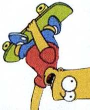
–Robert Ashley

PlayStation
IT'S JUST A
HARMLESS
LITTLE TOY.
1 of 16
collect them all!
→ YEAH, AND THE BLACK PLAGUE WAS JUST A RASH.
LAUNCH STUFF LIKE →
BOTTLE ROCKETS
FLAMING PUMPKINS
CHERRY BOMBS
*BATTERIES NOT INCLUDED
WRECK 11 NEIGHBORHOOD HANGOUTS LIKE...
1 TREE HOUSE
2 MINI GOLF COURSE
3 YOUR MAMA'S KITCHEN
BATTLE YOUR FRIENDS TOO!
WARNING
THIS IS FUN
from the makers of TWISTED METAL®
and TWISTED METAL 2
REMO
CONT
INCOG INC.
entertainment
TEEN
T
CONTENT RATED BY
ESRB
COMIC MISCHIEF
VIOLENCE

Twisted Metal is a registered trademark and Twisted Metal: Small Brawl is a trademark of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. Product shown above is not an actual product.

www.scea.com


OSTY
REATS
TE
OLLED
TWISTED METAL™
small brawl



The Simpsons go all Tony Hawk

As Clish hinted at two issues ago, Fox Interactive and EA Games are now officially working on a PS2 Simpsons skateboarding game. Look for it to be ready by spring.

WHAT EVER HAPPENED TO...

Age of Empires II

2000
1045
2000
1000
33/60
40/40
3
0+1/0+1

Looking back now, it seems that the major cross-licensing deal announced by Microsoft and Konami back in April of 1999 was a complete bust. At the time, the two companies made major waves by announcing that Konami would license a bunch of its major franchises—Silent Hill and Metal Gear Solid, for instance—to Microsoft for a PC release, and Microsoft would in turn license several of its PC franchises—MechWarrior and Flight Simulator were likely—to Konami for release on consoles. So far, the only console game that's come as a result of this agreement has been Age of Empires II for PS2.

Officially first announced in May of 2000 at the Electronic Entertainment Expo, Age Of Empires II was originally supposed to be one of Konami's first PS2 titles. We previewed it in our August 2000 issue and stated that it would be out before the end of the year.

But as 2001 approached, Konami failed to release the game, which basically fell off the radar. The company gave little word as to what happened to it. Since then, Age of Empires II for the PS2 has shown up a few times at trade shows—even showing off its use of the PS2's future keyboard and mouse and online network—but there's been no real update on its status since E3 last May. We recently found out why.

It's not coming here. Japan and Europe will get the game at some point, but our sources at Sony indicate that they didn't approve it for the U.S. market. Could it be because Age of Empires is a Microsoft brand? Or because Sony CEA doesn't want PC-style games on the PS2? We may never know. But whatever the case, don't look forward to seeing Age of Empires II anymore.

Wanna get the scoop on a game that's fallen off the radar? Then just send an e-mail to opm@ziffdavis.com with the subject "What Ever Happened to..." and we'll look into it for you.

Clish MacLaver's

GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

Holiday parties are always a good place to catch up on the gossip. A couple of glasses of primo vino inside a group of gaming bigwigs gets tongues a-wagging and rumors flying. 2002 is looking to be very interesting indeed. Watch out for more gossip online when I team up with *Electronic Gaming Monthly*'s Quartermann on our Web site, www.gamers.com. Look for the Rumor Mill column.

GRAND THEFT AUTO 4?

I mentioned this last month, and a bunch of you have e-mailed the guys on the team (not me, I notice...you send notes to Davison, but not me. Why is that? Do I scare you?) saying that you want to know what's going on. Well, I can tell you this: GTA3 has been so successful that the guys at Rockstar and DMA Design are keen to continue the story as soon as possible. Now that the technology is established to create the living, breathing city, it seems we can expect to see even cooler graphics in the next episode. Also, expect a refined targeting system for the combat. It's been the single, consistent complaint that all of us have had about the game, and I have every faith that they've listened!

FINAL FANTASY TACTICS 2

Since I reported that a new Tactics game was in the works at Square, it's generated an awful lot of talk. Generally, it's prompted unprecedented excitement, and with good reason. Some of you have chosen to get pompous and up in my face about it, seemingly hurt or upset that I heard this news and you didn't. To you I say, chill out, it's just a rumor. Square folks are still tight-lipped about what is to come after Final Fantasy XI, but I have been told—by someone with authority—that the company is keen to "break away from the Final Fantasy RPG line."

METAL GEAR SPECIAL

Want to see an updated Metal Gear Solid, VR Missions and MGS2 for PS2, all on one DVD? Someone told me this month that the idea is being considered for release later this year.

ARE YOU READY FOR KA?

Remember a few issues ago when we featured a crazy game in our "Only In Japan" section by the name of Ka? It's a game where you play as a mosquito that has to bite and suck the blood of a Japanese family. At the time, we asked around to see if it would ever possibly come to the U.S. Representatives from both Atlus and Working Designs told us that the chances of it ever coming here were practically impossible—but I've since heard otherwise. A contact of mine with his ear to the ground told me that Eidos Interactive is seriously considering signing up the game with a goal of releasing it early this year.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address:

clish_maclaver@ziffdavis.com

"Want to see an updated Metal Gear Solid, VR Missions and MGS2 for PS2?"

SOUL REAVER 3

If you check out our timeline of the development of Soul Reaver 2 this month, you'll notice that the game went through so many revisions that a whole bunch of important stuff never made it in. To rectify this, the team has already started on the third, and probably final game in the series. Don't expect to see it any time soon, though. After being burned by deadlines in the past, the guys at Crystal Dynamics are set to spend at least two years working on this one.

BE LIKE BOBA FETT

Think Boba Fett is cool? Sounds like the guys at LucasArts are big fans, too. Word through the grapevine is that the next really big Star Wars-based project is a game based on bounty hunters. Cool, huh?

BITS AND BOBS

Michael Jackson is a big Sega fan, as we've seen thanks to the likes of Moonwalker and Space Channel 5. United Game Artists head Tetsyua Mizuguchi told us recently that Jackson will have an even bigger role in Space Channel 5 Part 2. In fact, he now plays the part of the chief of the station and directs Ulala around. • A sequel to the popular and ludicrously hip Frequency is already in the works. Expect to see it this year. • Capcom is said to be working on a new 3D fighting game that may end up replacing the Street Fighter franchise. • Word has it that all of SNK's characters and games are going to be bought up by another as yet unnamed publisher so they can all live on. • Although Dropship still hasn't been signed up in the U.S., the team at SCEE is already working on a sequel. • Colin McRae Rally 3.0 could be an online racing game when it hits this winter.

Exclusively at
SEARS

PlayStation®2

PlayStation 2
SONY
SONY
PlayStation
START
ANALOG
PlayStation 2
OKAGE
Shadow King
GRAN TURISMO 3
A-spec
NFL
GAMEDAY
2002

Receive $5 OFF any of these NEW and EXCITING PlayStation®2 games!

Jak and Daxter: The Precursor Legacy™
ICO™ • OKAGE: Shadow King
Kinetica™ • Gran Turismo™ 3 A-spec
NFL GameDay™ 2002

associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. © 2001 Sony Computer Entertainment Inc.© 2001 NFLP. Team names and logos are trademarks of the teams indicated. All other (NFL-related marks) are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com. © 2001 PLAYERS INC. 989 Sports and the 989 Sports logo are trademarks of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc.

5 off

STORE COUPON • EXPIRES 2/15/02

$5 off

R5772783672$500

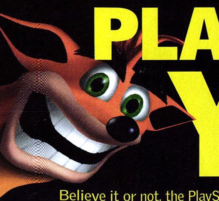
Receive $5 OFF one of these PlayStation®2 games!

Jak and Daxter: The Precursor Legacy™
ICO™ • NFL GameDay™ 2002 • Kinetica™
OKAGE: Shadow King • Gran Turismo™ 3 A-spec

Good for $5 off the purchase of Jak and Daxter: The Precursor Legacy, ICO, NFL GameDay 2002, Kinetica, OKAGE: Shadow King, and Gran Turismo 3 A-spec at Sears electronics department. Off regular purchase price. Valid 11/12/01 - 2/15/02 only. Offer not good on layaway balances, gift certificates or credit card payments. Not valid with any other coupons or offers. Limit one coupon per transaction. One per customer. Void if copied or transferred and where prohibited by law. Cash value 1/20c. 2001 Sears Roebuck and company. Satisfaction guaranteed or your money back. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

®

SEARS



PLAYSTATION YEAR 4

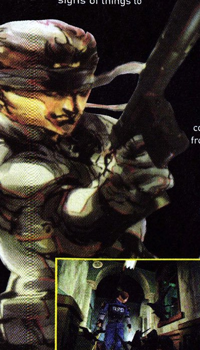
Believe it or not, the PlayStation is now six years old. We look at the most significant events in each year.

Namco Guncon

The holiday season of 1997 was one of the craziest on record. The PlayStation was riding higher than ever, and from November onward we started to see a series of high-quality blockbusters hitting each week.

Early in the month, Crash Bandicoot 2 broke the holiday ice and provided exactly what people wanted from the franchise—more of the same. The same day, Nov. 5, we were also treated to Colony Wars. Although not necessarily loved by all, it was well received by the media and sold well enough for stories of possible sequels to emerge almost as soon as it was out.

November also saw a number of defining moments. On the 11th, Jet Moto 2 and Cool Boarders 2 both arrived from Sony and immediately proved spectacularly successful. Little did we know that they were signs of things to come from Sony's "milk it 'til it's dry, then milk it some more" line.



On the 15th, Namco unleashed Time Crisis with the fabulous Guncon accessory on the same day that EA Sports proved that it knew what it was doing with basketball games, releasing NBA Live 98. On the 19th, Sony hit us with the superbly creative and beautifully crafted music game PaRappa the Rapper. Originally thought by many to be too "out there," the game was a success and became one of the pop-culture phenomena that pushed the PlayStation toward "mainstream" acceptance.

On Nov. 22, the world might as well have stopped turning when Eidos released the other major pop-culture phenomena of the time, the next Tomb Raider. Gamers immediately went nuts for it, and bought more copies than anyone could possibly have anticipated. To this day, Tomb Raider II is still regarded as both the best and the most successful chapter in Lara's saga.

BEST YEAR EVER

In early 1998, as Sega decided that it couldn't possibly do anything else to revive the Saturn, Sony announced that it had shipped more than 10 million PlayStations into North America since its launch. This was an unprecedented success for the system, and it didn't show any signs of slowing down.

As ever, it was the games that pushed the success of the system. January, a month that is typically slow for releases because publishers push hard to make the holiday shopping rush, was even great for games. On the 8th, Working Designs' awesome Alundra hit stores, followed a week later by THQ's lackluster (but somehow successful) WCW Nitro. On the 21st, another gaming stampede occurred when Capcom released Resident Evil 2, yet another game to set records in terms of sales. On Jan. 29, Square hit an unsuspecting public with Final Fantasy Tactics, a game so good that, for some bizarre reason, hardly anyone bought it. It subsequently became the stuff of legend until it was rereleased as a Greatest Hit in 2001.

With gamers now maxed out on quality games, things seemed to go quiet for a brief while. In February, the only games of note were the wildly underappreciated SkullMonkeys and the overrated Gex: Enter the Gecko, with its Dana Gould voiceover. Funny guy, funny game. Not.

The following month saw a slew of great products, many of which failed to spark gamers into buying them in droves. Of particular note was Klonoa: Door to Phantomile, which sadly failed to capture more than the hardcore audience. Only Tecmo's Dead or Alive and EA's Need For Speed 3: Hot Pursuit could raise a blip on the gaming radar in March. Chicks and cars. Go figure.

On April 15, Sony released Blasto, a crap 3D platform game that turned out to be one of the last things comedian Phil Hartman worked on before he tragically died the following month. Its distinctive graphics and superb voiceover did little to hide the fact that it was crap. Still, if you're a Hartman fan (and who isn't?) it's worth tracking down a copy of this game.

April 29 was a happier day. If you had a PlayStation and anything that even remotely resembled good taste, you rushed out and bought yourself a copy of Tekken 3—arguably the finest fighting game ever made.

IT JUST GOT BETTER

On May 6, Square released its drop-dead-gorgeous and utterly wonderful side-scrolling shooter, Einhänder. There's clearly no justice in the world, as the game completely flopped. Many see this day as conclusive proof that the "old-school" shooter was finally dead. On the same day, the greatest controller ever made also hit stores—the Dual Shock.

A week later, on May 13, the productivity of American males further diminished as Sony released Gran Turismo. Was it perfect? Many would say so.

Notable games of the summer in 1998: Vigilante 8, for being better than Twisted Metal 3; Mortal Kombat 4, for destroying a franchise; Grand Theft Auto, for being wildly underappreciated anywhere other than the U.K.; and Tomba!, for being super. In August, we got a Spice Girls game, plus a Batman and Robin game that was arguably worse than the movie. ISS Soccer made its first appearance, and both GameDay 99 and Madden 99 arrived.

By October, we were back into blockbuster mode again. On the 21st—get this—Xenogears, one of the most loved RPGs ever made *and* a little action game by the name of Metal Gear Solid were released. Cool Boarders 3 and Bushido Blade 2 came the following week, and then on Nov. 4, a new Colony Wars and the so-popular-it-probably-should-be-illegal Crash: Warped hit stores. Wow.

By Nov. 23, when the third installment of Tomb Raider arrived, gamers were simply exhausted.

Next month: News of a new PlayStation emerges.

Resident Evil 2

Colony Wars

Female Knight
Princess Ovelia, let's go.

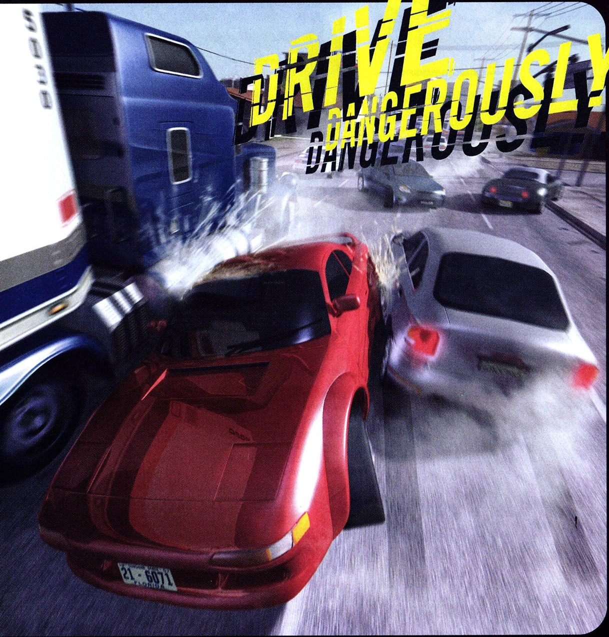
Final Fantasy Tactics

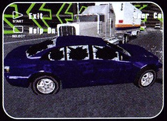
LAP
1/2
5th
Total Time

Gran Turismo

Blasto

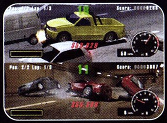
"The best crashes ever in a video game" - IGN



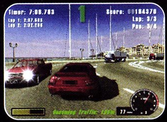


The most spectacular real-time crashes. Ever.

The more reckless you drive, the more power you score.



Force your friends into oncoming vehicles.



Drive like a madman through everyday traffic.

YOU GOTTA RISK IT ALL TO WIN IT ALL.

BURNOUT™

WIN A RACING SCHOOL GIFT
CERTIFICATE AT ACCLAIM.COM

racingschools.com

EVERYONE
E
CONTENT RATED BY
ESRB
MILD VIOLENCE

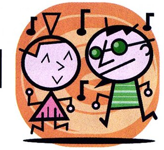
Criterion GAMES

PlayStation®2

Acclaim®
www.acclaim.com

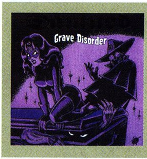
Burnout™ © 1998-2001. Criterion Software Limited. All Rights Reserved. Burnout is a Trademark of Criterion Software Limited. Acclaim® & © 2001 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Criterion Games. All Rights Reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

SOUND STATION



By John Scalzi

This month features tunes from ESPN Winter X-Games Snowboarding 2002 (The Damned, Oleander) and Jonny Moseley's Mad Trix (Seven Channels, Saliva), plus THPS3!



The Damned: *Grave Disorder*

Nitro Records

One of the first actual punk bands (they released their first single in '76), The Damned come roaring back from the dustbin of musical history with *Grave Disorder*. If you've never sampled the Damned before, you're in for a treat, particularly with Dave Vanian's outsized and utterly un-punk-like theatrical bass voice. The Damned re-establish their punk cred with tracks like "Democracy?" but then fiddle with expectations with goth-tinged ditties like "Absinthe." This is punk, grown up.

Final Score ●●●●◖

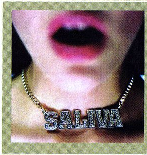
OLEANDER
unwind

Oleander: *Unwind*

Universal Records

Most of *Unwind* strikes me as the sort of competent-but-recycled power pop you can find being doled out by the likes of Collective Soul (perhaps history's most successful totally faceless band), but nestled within the pleasantly proficient tunes is a real show stopper: "Halo," which is evocative and expansive enough that I went back to listen to the rest of the album again to see if I was missing something. I wasn't, but "Halo" is enough to make me think this band is worth keeping an eye on.

Final Score ●●●

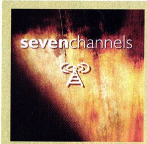


Saliva: *Every Six Seconds*

Universal Records

If I were a moody, uncommunicative teen these days, I'm pretty sure Saliva would be on the top of my current hit parade—the band just spits attitude, but then backs it up with some nice musical chops, so you get variety with your angst and alienation. *Every Six Seconds* gives you aggro-rap like "Click Click Boom," and then lets fly a change-up like the magnificently and thoughtfully creepy "My Goodbyes," so you get more than you might have bargained for. And who doesn't love a bargain these days?

Final Score ●●●●

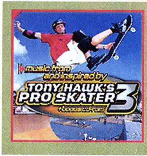


Seven Channels: *Seven Channels*

Palm Pictures Records

Seven Channels plays pretty much like a pileup between Creed and Bush, and since neither Creed nor Bush make it very far in my estimation, you can guess how Seven Channels is going to fare. The lead singer sounds like he's auditioning to be Scott Stapp's fill-in dude, should Creed's crooner get whacked by a bus or something. One song I like: "Submarine Dream," which is appropriately dreamy. Of course, it sounds not unlike "Higher," the one Creed song I can mostly tolerate. Change this channel.

Final Score ●●◖



Various Artists: *Tony Hawk's Pro Skater 3*

Warner Bros. Records

There's no doubt that Tony Hawk's Pro Skater 3 has a rippin' soundtrack, but damn few of those songs make it onto this CD. In place of The Ramones, Motorhead, Rollins Band and Red Hot Chili Peppers, you get Hometown Hero, Drowning Pool, Onesidezero and a bunch of other second-tier players. There are a few good moments from Sum 41, NOFX and Alien Ant Farm, but largely this album is a stand-in for the real thing, which is unfortunate. Listen to the game as you play it instead.

Final Score ●●

John Scalzi has been reviewing music since the time when you actually had to get on a skateboard to perform an ollie. Visit his Web site at www.scalzi.com, or he'll tell everyone that "that girl from Canada" you keep talking about doesn't really exist.

Computer Gaming World | Electronic Gaming Monthly | GameNOW | Official U.S. PlayStation Mag

Play Games | GXP

GAMERS.COM

talk • reviews • previews • cheats

ps2 • xbox • gamecube • gba • pc

search: Go!

ELECTRONIC GAMING MONTHLY PRESENTS

FINAL FANTASY

Exclusive coverage of Final Fantasy X and FF: The Spirits Within, including interviews with the Japanese creative team, Ming-Na Wen, Donald Sutherland and more!

Complete Story ▶

Sign up now to review your own games and more! Join Gamers | Log In

Bookmarks

www.gamers.com

It's here, and it's live, and it will rock your world. The new, improved gamers.com is the online home of *OPM* and all our sister publications. Join our community and you can make it your home, too. You can even jump to an *OPM* message board from our page (playstationmagazine.com).

www.thislife.org

From WBEZ, here in Chicago, one of the most fascinating, poignant, cutting and entertaining radio programs around. Best for those who think NPR has something to do with arts and crafts.

The Pacer Page
Welcome to AMCPacer.com
Home of The Pacer Page
Features
Search

www.amcpacer.com

While anyone unfortunate enough to have owned one of these abominations of automotive design usually tries to forget that dark chapter of their lives, some of the more masochistic among them have chosen another route. It's all here, the lore, the photos, the paint swoosh. Stunning.

www.phpzork.com

It's not Zork, mind you—it's "Dungeon," which just bares a striking and entirely coincidental resemblance to the classic text-based RPG. And it's entirely online.

www.gamingnoise.com

Described by one of our readers as "the place where real gamers go to chat," Gaming Noise is an online radio program about, well, video games. Hopefully it'll be back up by the time you read this.

www.au.af.mil/au/awc/awcgate/awc-sims.htm

Hosted by the Maxwell Air Force Base, this is an extensive online resource detailing how video games are assisting our modern military in sharpening their skills.

www.myaudittsucks.com

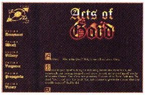
Note to car dealers: Don't upset someone who's really good at Web design. Funny and sad.

www.genetix.com.mt/intro/sam.swf

Someone, somewhere, went to the trouble of creating a Shockwave application which presents the user with a menu of memorable quotes from Samuel L. Jackson (mostly from *Pulp Fiction*). Great for letting off a bit of steam around the office...like on deadline.

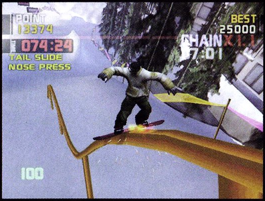
www.cs.virginia.edu/oracle

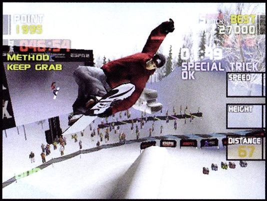
Want to play the Six Degrees game yourself? Here's a link to the Oracle of Bacon. Put in any actor or actress and the system will automatically find the shortest route to Kevin Bacon. Good luck trying to find anyone who's actually six steps away—the best we could do was three. (Also, don't miss the Star Links, which links *any* actor or actress to any other.)



www.actsofgord.com

The fascinating, true-life (supposedly) saga of a video game store owner with nothing to lose. If you've ever thought of owning your own business, this will probably change your mind.


POINT
13374
BEST
25000
CHAIN X1.1
074:24
7:01
TAIL SLIDE
NOSE PRESS
100


POINT
1995
BEST
27000
046:54
METHOD
KEEP GRAB
01:49
SPECIAL TRICK
OK
SPEED
HEIGHT
DISTANCE
67

BEST RUN
0
POINT
1900
1 80:37
INDY

FEEL THE THRILL WITHOUT THE FROSTBITE.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

Mild Lyrics
Suggestive Themes

PRO-RIDER
JP WALKER

Winter X Games Snowboarding 2002 keeps you riding with over 20 multi-level courses filled with pipes, jibs, and insane terrain. You select from 13 real pro-riders and compete against the best. Create your own rider with a specific appearance, physical attributes and equipment. Then take your skills to locations around the world for filming, heli-boarding and Winter X Games competitions in your own professional pursuit.

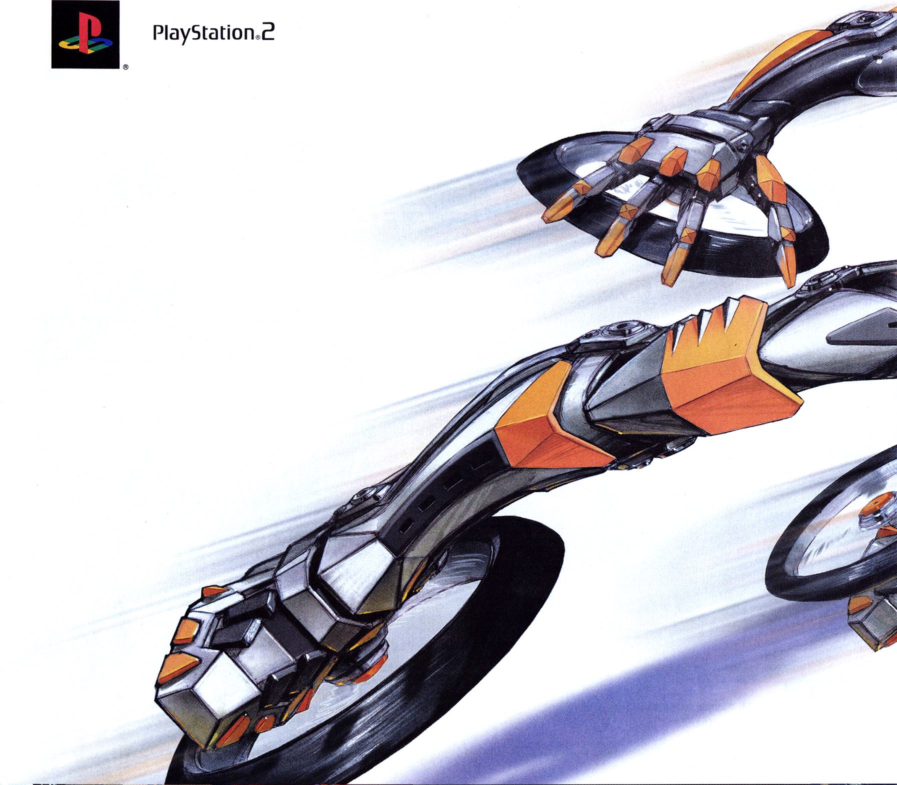
X winter Games snowboarding
2002

Peter Line, Todd Richards, Kevin Jones, Bjorn Leines, JP Walker, Devun Walsh, Danny Kass, Rio Tahara, Travis Parker, Tina Basich, Barrett Christy, Victoria Jealouse, & Shannon Dunn

ESPN the games GAME BOY ADVANCE XBOX PlayStation®2 KONAMI®

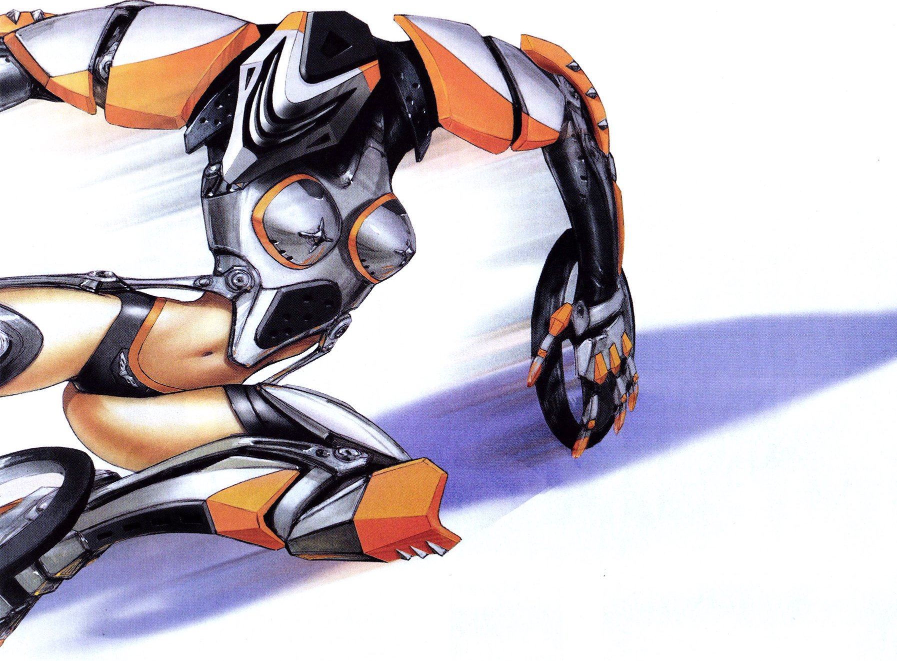
©2001 Disney. ESPN, ESPN the Games and X Games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of Konami Corporation. ©2001 KONAMI. All Rights Reserved. "PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries and are used under license from Microsoft.

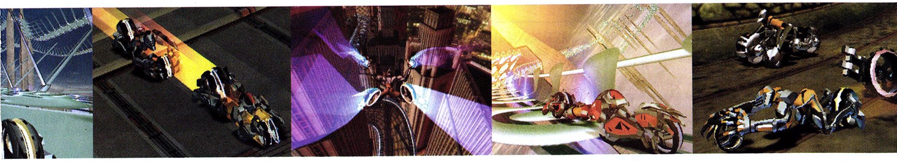
PlayStation®2



Kinetica
RACING HAS EVOLVED™

It's pure speed by any measure. Slip into a Kinetic Suit and feel the intense competition in your fingertips. Scale walls. Cling to ceilings. Pull off ground and aerial stunts on 12 futuristic tracks. Man and machine are united. Fasten your garter belt. www.scea.com





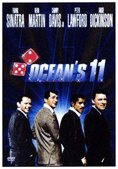
TEEN
T
CONTENT RATED BY
ESRB

Mild Violence
Suggestive Themes

Kinetica is a trademark of Sony Computer Entertainment America Inc. © 2001 Sony Computer Entertainment America Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.

DVD Reviews

by John Scalzi



STARRING:
(Frank Sinatra, Sammy Davis Jr.)

OCEAN'S 11 (1960): SE

The remake is still loitering in the theaters, but this is the original, baby, and don't let anyone tell you different. Frank Sinatra and his Rat Pack pals drink their way through a plot that involves robbing a bunch of casinos, but is really about watching Frank Sinatra and his Rat Pack pals drink their way through a film—because they can. Not a very good film, to be totally honest about it, but a touchstone of cool for a certain type of person who likes his drinks neat and his suits sharp. This edition features commentary by film co-star Angie Dickinson and (heh) Frank Sinatra, Jr., as well as a selection of archive photos from Sinatra's family and a performance by Sinatra at the Sands.

Movie Score ●●◖ **DVD Extras Score ●●●●**

AMERICAN PIE 2

(Jason Biggs, Eugene Levy)

Jason Biggs and his on-screen counterpart Jim had better hope they don't make *American Pie 3*—after the Krazy Glue incident in this one, the next logical step is something involving a cutting implement, and that's just no good for anyone. Beyond this, *AP2* is about as good as you can expect a dumb teen sex comedy to be, which means it's merely tolerable for the less hormonally agitated. Cute cast, though, and Eugene Levy is still a howl. Be warned: This DVD comes in six different versions (widescreen and pan-and-scan, "R"-rated and Unrated; as part of a two pack with either the original or lame-ass film *Half Baked*), so know what you want. DVD Extras: six additional minutes (unrated version), commentary by the director and cast, outtakes, and an intro from Jason Biggs.

Movie Score ●●●
DVD Extras Score ●●●

ATLANTIS: THE LOST EMPIRE: SE

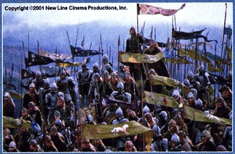
(Michael J. Fox, James Garner)

A big fat flop, primarily because Disney fans don't want to see the studio's half-assed attempts at anime, and hardcore anime fans would rather jam an exposed electrical wire into their eyes than be caught dead at a Disney flick. Michael J. Fox voices a geek who uses a special book to visit Atlantis; naturally, issues arise when he gets there. Imagine *The Little Mermaid* with more explosions and you're not far off. The Collector's Special Edition includes audio and visual commentary, features on the story and movie development, virtual tours of the virtual sets, and a

DVD News

ONE RING TO BRING THEM ALL...BACK INTO THEATERS

Already been to see *Fellowship of the Ring*? Better set aside another eight bucks: New Line recently revealed tentative plans to lure viewers back for another showing. In an interview with **theonering.net**, New Line's president for worldwide distribution and marketing suggested that the company was considering adding a teaser trailer for *The Two Towers*, the second Lord of the Rings flick, to be shown after the closing credits of *FotR*. The plans, if it happens at all, are to add the tidbit "deep in the film's theatrical run"—which could be as late as February or March.


Copyright ©2001 New Line Cinema Productions, Inc.

...AND IN THE MOVIE STORES BIND THEM.

Also revealed in the aforementioned interview are plans to release *The Fellowship of the Ring* on DVD and VHS in August, with a full-length trailer and special feature on *The Two Towers* packed onboard.

MAKE IT SO

We reported a few months back that full-season collections of *Star Trek: The Next Generation* are expected to release on DVD sometime in 2002. We can now confirm that the first season is expected by the end of March. Stay tuned for further details.

MR. SHOW, MEET MS. DVD

It was widely regarded as one of the funniest skit-based comedy shows to grace the airwaves—well, cable lines. And it launched the career of Tenacious D, so you'd better not knock it lest you find your ass rocked. We're talking, of course, about HBO's *Mr. Show with Bob and David*, which is scheduled to hit DVD on Feb. 27 in 10-episode sets. Finally!

WHILE WE'RE ON THE SUBJECT OF REALLY ODD COMEDY

Before Trey Parker and Matt Stone became known for *South Park*, they created a truly bizarre film called *Orgazmo!* And at last this, er, classic will hit DVD. As to when, we can only confirm that it'll be sometime in 2002. We'll know more soon.

MORE TV TO DVD

Among the television series also slated to get the DVD treatment this year are *The Larry Sanders Show: The Entire First Season*, *Michael Moore's the Awful Truth: The Complete Second Season*, and *M*A*S*H: Season One*. *M*A*S*H* is expected at the beginning of January, *Awful Truth* hits at the end of January, and *Larry Sanders* arrives at the end of February.

MORE DAMN FINE COFFEE

Remember the *Twin Peaks* season set we talked about a few months ago? It's out right now. What are you waiting for?

guide to speaking Atlantean, so you can say, "We lost millions for Disney!" in the native tongue.

Movie Score ●●●
DVD Extras Score ●●●◖

BUFFY THE VAMPIRE SLAYER: THE FIRST SEASON: SE

(Sarah Michelle Gellar)

Considering the original movie was so deeply lame, the Buffy TV series was a surprise from the start: There's lots of campy vampire-killing action, sure, but the show is also a disturbingly astute satire of the state of teenage life in the U.S. Well, you get your satire where you can. Here's the complete first season, along with audio commentary by and interviews with series creator Joss Whedon, a David Boreanaz interview, the original pilot script and Web links.

Movie Score ●●●●
DVD Extras Score ●●◖

BEVERLY HILLS COP: SE

(Eddie Murphy, Judge Reinhold)

Eddie Murphy was a star when he made this, but this was the movie that made him EDDIE MURPHY. That's because Murphy did it right here—nose-snortingly funny routines and confident cool, in one perfectly balanced package. It didn't last, but when Eddie was The Man, no one could touch him. Still his best all-around movie. It also launched director Martin Brest, who adds director commentary here (the DVD also includes new interviews of the cast). *Beverly Hills Cop 2* and *Beverly Hills Cop 3* are also coming out (as is a boxed set), but as 2 was unimaginably bad and 3 was even worse, don't bother. Stick with the original.

Movie Score ●●●●
DVD Extras Score ●●◖

Glitter: SE

(Mariah Carey, Max Beesley)

Every pop-music star makes an ill-advised feature film, and this is Mariah Carey's—perfectly timed with her total personal and career meltdown, which plunks it even more deeply into the "soon never to be mentioned in future press releases" territory. In the film, Mariah plays a fictional and more depressing version of herself, overcoming obstacles to become a big star! Look at it this way: If even the hardcore Mariah fans couldn't rouse themselves from their frilly pink abodes to catch this flick, why should you? DVD extras: director commentary and a couple videos.

Movie Score ●
DVD Extras Score ●●

GROUNDHOG DAY: SE

(Bill Murray, Andie McDowell)

Bill Murray gets trapped in a hick town and lives the same day over and over again. Which is what hick town residents do every day of their lives. Bill Murray is just about perfect in this film—a big fat jerk who gets humanity carved into him, day after identical day. Funny but also surprisingly poignant in places. Too bad everything he was in between this and *Rushmore* stunk so bad. DVD includes commentary from Harold Ramis and a new documentary on the feature, called "The Weight of Time."

Movie Score ●●●●
DVD Extras Score ●●●

LISA PICARD IS FAMOUS

(Laura Kirk, Nat De Wolf)

A "mockumentary" of a struggling New York actress who has deluded herself into thinking she's on the verge of greatness despite all evidence to the contrary. Anyone who has ever known anyone like this—more desire than talent—will find it funny and painful at the same time; anyone who has not will wonder why the movie is being so damn cruel to the poor deluded woman. Fortunately, it's not real, just true. Belongs on the same shelf with *Waiting for Guffman* but be warned: no real DVD extras.

Movie Score ●●●◖
DVD Extras Score N/A

M*A*S*H: SE

(Donald Sutherland, Elliot Gould)

At one point in time Donald Sutherland and Elliot Gould were the hottest actors in Hollywood, and this was the film that did it—a brilliant and mordantly funny (and, as it happens, largely improvised) film about the damage of war and what it takes for a bunch of Army doctors to get through it all. Much more astringent than the TV series eventually became, and one of the great films of the '70s. Some great DVD features, too: commentary from director Robert Altman, three documentaries on the film, and a "M*A*S*H Reunion" feature.

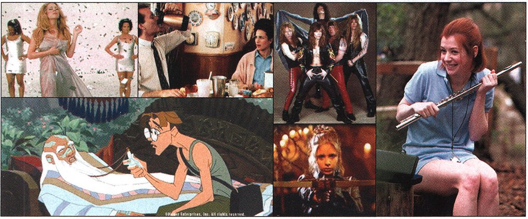
Movie Score ●●●●●
DVD Extras Score ●●●●

ROCK STAR: SE

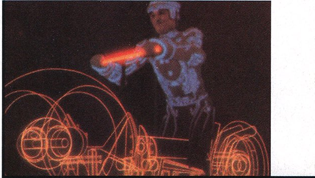
(Mark Wahlberg)

Former rock star Marky Mark plays a wanna-be rock star who replaces a real rock star in his favorite band. The story is loosely based on the real-life Judas Priest singer "Ripper" Owens, a former Priest tribute-band singer who replaced Rob Halford in the real band. There's so much material here to play with, and yet *Rock Star* pretty much squanders it. But it has Jennifer Aniston! So that's good. DVD goodies: director commentary, gag reel and a club performance from the real (fake) rock band Steel Dragon.

Movie Score ●●◖
DVD Extras Score ●●◖



Clockwise: Glitter, Groundhog Day, Rock Star, American Pie 2, Buffy the Vampire Slayer, Atlantis: The Lost Empire

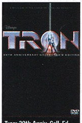


Get Zapped, Again

TRON: 20TH ANNIVERSARY COLLECTOR'S EDITION

Yeah, I stared googly-eyed at *Tron* when it first came out. And I knew, in that sad little junior high-school way of mine, that no matter how long I lived I would never own anything as cool as a Light Cycle. But even then, even in the throes of budding techno-geek desire, I knew that *Tron* wasn't actually a good film.

20 years later, I still want a Light Cycle—and *Tron* still pretty much stinks. Much of the reason for this is that it's about being the first film with extensive computerized effects, with the story thrown in to prop up the light show. This is why it's stuck with the goofy plot about Jeff Bridges being digitized into a fascist computer and then teaming up with a messianic program he created to defeat the forces of computerized evil.



Tron: 20th Anniv. Coll. Ed.
Street Date: 1/15/2002
MSRP $29.99

Stripped of story value, *Tron* works only for its creative vision of the computerized world, and in this area, I give it full props: the eerie fluorescent glow, the vector-like graphics that defined but didn't inhabit space, the dazzling action sequences, particularly the Light Cycles, which still work tremendously well. Its view of the computerized world still echoes through; watch any film with the vaguest hint of "Cyberpunk" in it (including *The Matrix*, which takes *Tron*'s basic story shape, twists it, and then amps it up magnificently) and you'll see the *Tron* templates being reworked over and over. That counts.

DVD goodies include commentary from writer/director Steven Lisberger and crew, a new "making-of" documentary with interviews of the cast, deleted scenes with intros from Tron himself, Bruce Boxleitner, and storyboards that show the development of the Light Cycle. Did I mention I still want one?

DVD Releases

1/4/2002
The Adventures of Buckaroo Bonzai: SE

1/8/2002
M*A*S*H
M*A*S*H 5-Star Coll.
Ocean's 11 (1960): SE

1/15/2002
American Pie 2 (Var. Eds.)
Buffy the Vampire Slayer: The First Season
Glitter
Roots: 25th Anniv. Ed.

1/22/2002
Rat Race
Rock Star

1/29/2002
Atlantis: The Lost Empire
Beverly Hills Cop
Beverly Hills Cop II
Beverly Hills Cop III
Curse of the Jade Scorpion
Groundhog Day: SE
The Man Who Loved Women
Richard Pryor: Here and Now

HOLLYWOOD BANTER

Halle, Harry and the movies Jim Carrey most likely will never return to in sequels

photo by Daniela Federici/Corbis Outline

HALLE BERRY GETS BUSY

It's now established that foxy Halle Berry will star in both the second X-Men flick (returning as Storm) and in the upcoming 20th (yes, 20th!) Bond movie, which goes into production soon. Berry told *Cinema Confidential*, "You know what? The truth is, I'm trying to work out the dates with *X-Men 2*. I've been having a really hard time working around my *X-Men* schedule because it's a sequel. They are in first position, so they have to approve of every movie that I take that could possibly interfere with their start date. Trouble is, they don't really have a start date. So, it's getting very gray because I really want to be able to go work, but at the same time I have to honor my contract with them. So they're trying really hard to work it out with MGM, and I hope it works out."

The new, still untitled, James Bond movie will serve as the 40th anniversary of the franchise, and is rumored to be the last flick that stars Pierce Brosnan as the eponymous hero.

You can expect to see the second X-Men movie, titled simply *X2*, in theaters May 2, 2003. In the meantime, watch for announcements about games associated with both franchises from EA and Activision, respectively.

www.cinecon.com

MORE AND MORE HARRY POTTER

The millions of Harry fans in the U.S. awaiting *Harry Potter and the Chamber of Secrets* should know it's due to hit theaters in less than a year, on Nov. 15, 2002. Expect the same cast (supplemented with more top-shelf Brit talent like Kenneth "please try to forget about that Frankenstein movie I did" Branagh) and the same kind of budget to provide a great story with superb special effects.

Although originally thought to be a series with annual installments, it's become apparent that the third movie, *Harry Potter and the Prisoner of Azkaban*, will actually arrive in November 2004, not 2003 as previously presumed. Why the slip? Apparently, Warner Bros. is concerned about clashing with the next two *Matrix* flicks (see below).

Word on the fifth book from J.K. Rowling remains sketchy. She's now the richest author of all time, with a fortune close to $1 billion. Word has it that she makes approximately $1 million every week from her efforts—but she still has three books left to write if she's to complete her original promise to Harry fans.

www.harrypotter.com

HARRY POTTER'S MATRIX OF THE RINGS PARTS 2 & 3

We heard earlier this month that Warner Bros. is now considering releasing *The Matrix Reloaded* and *The Matrix Revolutions* in May and November 2003, respectively. The story was always intended to follow in quick succession, *Back to the Future* style, but it now seems that the unstoppable AOL Time Warner group is worried about jamming up theaters with its own flicks. With the Harry Potter movies guaranteed to fill seats, and New Line's *Lord of the Rings* trilogy hitting each year in December (New Line is also an AOL Time Warner company), concern exists that so many AAA movies hitting at the same time will damage ticket sales. Do you really think so? Lots of fantastic movies beats the crap that we've had in the last few years, that's for sure. If stuff is worth seeing, we'll go see it. Bring it on. Now, let's get the game tie-ins to match the quality as well.

CARREY QUASHES HOPES OF SEQUEL TO THE MASK

Cinescape reported from the press junket for Jim Carrey's latest flick, *The Majestic*, that the plastic-faced one declared once and for all that there won't be a sequel to *The Mask*. Fans have talked about the possibility for years, but Carrey said, "If the world's end came tomorrow, I don't want to spend it doing something I did two, three years ago or more." Don't expect to see a follow-up to *The Grinch*, either.

www.cinescape.com

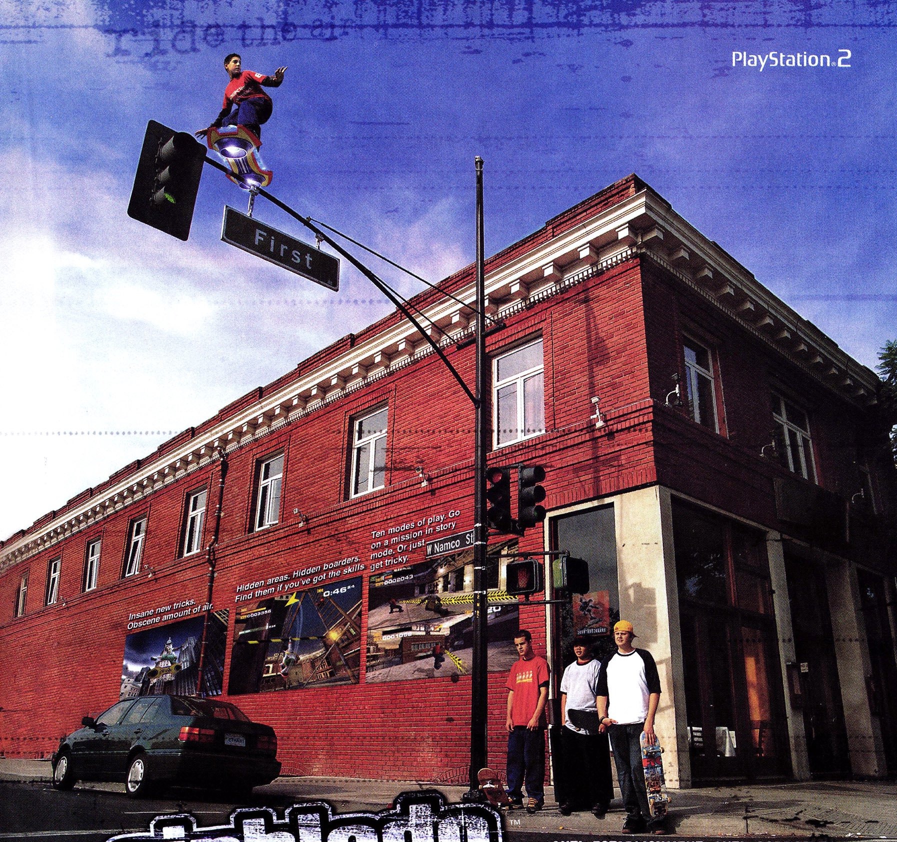
TERMINATOR 3 IS GOING TO BE EXPENSIVE

As previously reported, the third *Terminator* flick will likely be the most expensive movie to ever get a production green light, with word suggesting the project has a budget in the $170 million range. Ouch! According to *Variety*, to help make those costs look more palatable to whatever studio picks up the film, the video rights to the first two *Terminator* movies may be attached as well. This would allow that studio to eventually release the titles in a three-film set. Just what we need, huh? More versions of *The Terminator* and *T2* on DVD. Like there aren't enough already. Hopefully we should be able to bring you new images of the upcoming Terminator game in the next few months, too.

www.variety.com

GILLIAN ANDERSON QUITS THE X-FILES

If there's another season of the *The X-Files* after this one, it certainly won't involve Scully. And if rumors are to be believed, it may not involve series creator Chris Carter, either. Some would ask if there's any point continuing now. Anderson did confirm, like David Duchovny before her, that she would be open to reprising her role in possible movie adaptations in the future. Carter has talked of a movie trilogy in the past, so true X-philes may still be able to get their fix. As for the show...let's hope they leave it alone now.


ride the air
PlayStation 2
First
Ten modes of play. Go on a mission in story mode. Or just get tricky.
W Namco St
Hidden areas. Hidden boarders. Find them if you've got the skills
Insane new tricks. Obscene amount of air.
0:46

airblade™

ANTI-ESTABLISHMENT. ANTI-CORPORATE. ANTI-GRAVITY. The next evolution of boarding is here. No wheels. No snow. No surf. Just air, air and more air. See ya when you finally come down.

TEEN
T
CONTENT RATED BY ESRB

Mild Violence
Mild Language

SONY COMPUTER ENTERTAINMENT®

Criterion GAMES

namco®
WWW.NAMCO.COM

Developed by Criterion Software Limited and published in North America by Namco Hometek Inc. under license from Sony Computer Entertainment Europe © 2001 SCEE. The Sony Computer Entertainment logo is a registered trademark of Sony Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

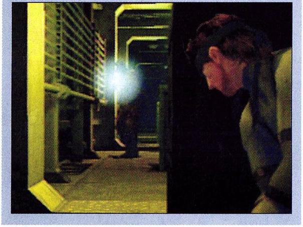
TOP 10 CHARTS

PS2 Top 10

A star-studded lineup this month features such five-disc newcomer sequels as Metal Gear Solid 2, Grand Theft Auto III, Tony Hawk's Pro Skater 3 and SSX Tricky. We love originality as much as anyone, but when games are this good, we're more than happy either way.

	Last Month	Title / Publisher	Rating
1	—	Metal Gear Solid 2 *Konami*	●●●●●

Let's take a quick poll: When will MGS2: Sons of Liberty surrender the top spot of the sales chart? Let's say six months. No? How about a year? A year's a long time with the constant competition, but this game should be here for a lengthy stay. What do you mean you haven't bought it yet?! It's fabulous, fantastic, one of the games that makes the PS2 *the* system to own. It's among the most complex, subtle, enthralling examples of why the world needs video games. Play it sooner than later. You'll thank yourself.



	Last Month	Title / Publisher	Rating
2	—	Grand Theft Auto III *Rockstar*	●●●●●
3	—	Tony Hawk's Pro Skater 3 *Activision*	●●●●●
4	—	NBA Live 2002 *EA Sports*	●●◖

NBA Live 2002 might make our list of least favorite games this year. Just try to grab a rebound and you'll know what we mean. If you haven't bought it, hold out. NBA 2K2 is coming to save us all.

	Last Month	Title / Publisher	Rating
5	2	Madden NFL 2002 *EA Sports*	●●●●◖
6	—	Ace Combat 04 *Namco*	●●●●◖
7	1	Devil May Cry *Capcom*	●●●●●
8	—	Crash: Wrath of Cortex *Sony CEA*	●●●◖
9	—	SSX Tricky *EA Big*	●●●●●
10	—	Legacy of Kain: Soul Reaver 2 *Eidos*	●●●

Source: NPD TRSTS Video Games Service, mid-November 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games

1	Soul Calibur 2	*Namco*
2	Maximo	*Capcom*
3	NBA 2K2	*Sega Sports*
4	TimeSplitters 2	*Eidos*
5	State of Emergency	*Rockstar*
6	Virtua Fighter 4	*Sega*
7	Final Fantasy XI	*Square EA*
8	XenoSaga	*Namco*
9	Star Wars: Racer Rev.	*LucasArts*
10	Tomb Raider	*Eidos*

Japan's Top 10 PS2 and PS one Games

1	Dragon Quest IV (PS1)	*Enix*
2	All-Star Pro Wrestling (PS2)	*Square*
3	Seaman (PS2)	*Ascii*
4	Rez (PS2)	*Sega*
5	Pach-Slot Kingdom (PS2)	*Aruze*
6	Wizardry (PS2)	*Atlus*
7	Pro Baseball 2001 (PS2)	*Konami*
8	Pop 'n' Music 5 (PS2)	*Konami*
9	Pachi-Slot Ju-Oh (PS2)	*Sammy*
10	Mr. Driller Great (PS1)	*Namco*

OPM's Top 10 PS one Prequels

1	Metal Gear Solid	*Konami*
2	Final Fantasy IX	*Square EA*
3	Tony Hawk 2	*Activision*
4	Gran Turismo 2	*Sony CEA*
5	Ace Combat 2	*Namco*
6	Crash: Warped	*Sony CEA*
7	Madden NFL 2001	*EA Sports*
8	PaRappa the Rapper	*Sony CEA*
9	Soul Reaver	*Eidos*
10	WWF SmackDown! 2	*THQ*

Top 10 Selling Games, All Systems

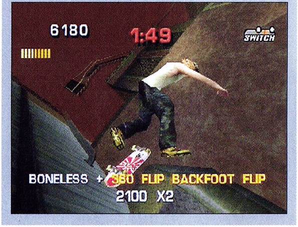
1	Metal Gear 2 (PS2)	*Konami*
2	Halo (Xbox)	*Microsoft*
3	Grand Theft 3 (PS2)	*Rockstar*
4	Tony Hawk 3 (PS2)	*Activision*
5	NBA Live 2002 (PS2)	*EA Sports*
6	Proj. Goth. Racer (Xbox)	*Microsoft*
7	Dead or Alive 3 (Xbox)	*Tecmo*
8	NFL Fever 2002 (Xbox)	*Microsoft*
9	Harry Potter (GBC)	*EA Games*
10	Tony Hawk 3 (PS one)	*Activision*

PS one Top 10

The PS one is still blowing off the shelves, but the game pool isn't regenerating at the same rate. Still, there are enough classics out there to keep it fresh for years to come. Just scour through our review archives and pick up the five-disc games. Can't go wrong.

	Last Month	Title / Publisher	Rating
1	—	Tony Hawk's Pro Skater 3 *Activision*	●●●●◖

Is THPS3 better than THPS2? No. But fans of this stellar series need something new to play, and there's nothing wrong with that. But the truth of the matter is that the new game is freakin' *hard.* Just getting the Hidden Tape in the very first level is enough to make you go back to the prequel. Funny thing is, if you've played the second and third versions, it's tough to go back to the first level in the first game. The Warehouse feels like it's a 10x10 room compared with the massive levels we've gotten so very used to.



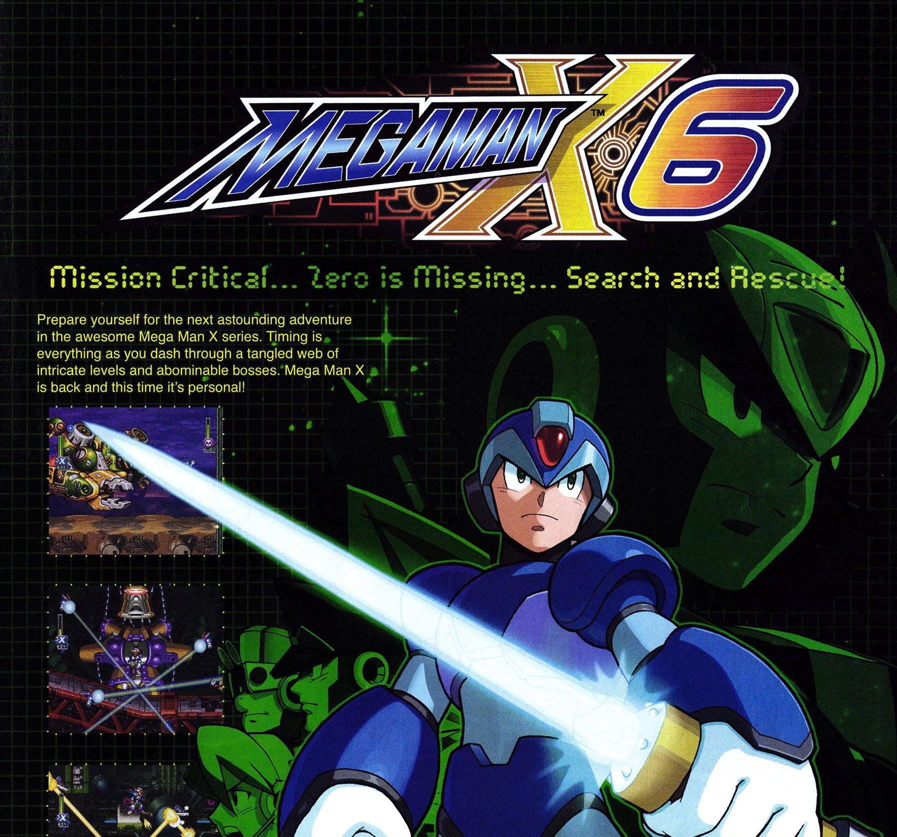
	Last Month	Title / Publisher	Rating
2	—	Harry Potter *EA Games*	●●●
3	1	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
4	—	Syphon Filter 3 *Sony CEA*	●●●◖

The Syphon Filter series is one of the reasons to keep on keepin' on with the PS one. If you haven't yet played the minigames in SF3, you've missed out big time.

	Last Month	Title / Publisher	Rating
5	4	Madden NFL 2002 *EA Sports*	●●●●◖
6	2	Driver 2 *Infogrames*	●●●●
7	5	SpongeBob SquarePants *THQ*	●●
8	—	NBA Live 2002 *EA Sports*	●●●◖
9	—	Crash Bash *Sony CEA*	●●◖
10	—	Dragon Warrior VII *Enix*	●●●●◖

Source: NPD TRSTS Video Games Service, mid-November 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., Xbox, GameCube) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

MEGAMAN X™ 6



Mission Critical... Zero is Missing... Search and Rescue!

Prepare yourself for the next astounding adventure in the awesome Mega Man X series. Timing is everything as you dash through a tangled web of intricate levels and abominable bosses. Mega Man X is back and this time it's personal!

EVERYONE
E
CONTENT RATED BY ESRB

Violence

DEALS · STORE · GEAR · CAPCOM EDGE · NEWSLETTER · NEW RELEASES · ART · PREVIEWS · GAMES
CAPCOM.COM

CAPCOM

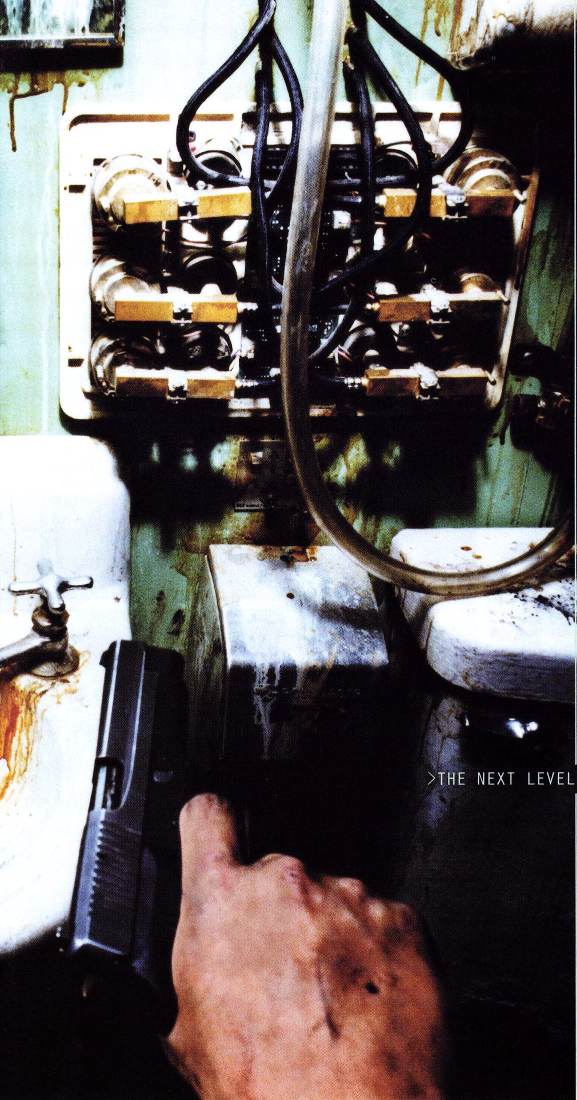
PlayStation

PlayStation
MEGAMAN X6
EVERYONE
CAPCOM

© CAPCOM CO., LTD. 2001 © CAPCOM U.S.A., INC. 2001 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. MEGA MAN X6 is a trademark of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

PLEASE WASH HANDS BEFORE RETURNING TO REALITY
DOWNLOADING
MATURE
M
CONTENT RATED BY ESRB
Animated Blood
Animated Violence
EIDOS INTERACTIVE
GAMES WITH CHARACTER
PlayStation®2

Deus Ex © Ion Storm LLP 2001. Published by Eidos Interactive, Inc. Deus Ex and Ion Storm are trademarks of Ion Storm. Eidos, Eidos Interactive, and the Eidos logo are all registered trademarks of Eidos Interactive, Inc. © 2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software



Use Stealth, Strategy, or Sheer Firepower.
The choices are yours and so are the consequences.

Will you be the charismatic master manipulator, the shrewd and stealthy tactician, or the deadly avenging

INVENTORY
AUGS
43
48

Deus Ex has been voted GAME OF THE YEAR by over 20 magazines, websites, and reader surveys.

>THE NEXT LEVEL OF INTERACTIVITY IS HERE.

DX

Deus Ex
The Conspiracy

www.DeusEx.com
February 2002

Previewed Inside

Blade 2 75
Dragon Warrior IV (PS one) ..90
Dropship....................................79
E.O.E.: Eve of Extinction..........78
ESPN Int'l Winter Sports 82
ESPN X Games: Snocross 78
Final Fantasy XI......................74
Freekstyle 80
Monster Jam 80
Pac-Man Fever 82
Romance of 3 Kingdoms VII ..84
Salt Lake 2002........................80
Soul Calibur 2..........................86
Spider-Man 76
Star Wars: Jedi Starfighter ...84
Star Wars: Racer Revenge......78
Tekken 4 88
Tiger Woods PGA Tour 2002..84
TimeSplitters 2 82
UFC: Throwdown.....................86
Woody Woodpecker................86
X-Men: Next Dimension..........75

Coming Soon

PLAYSTATION 2

January

Akira Psychoball	AIA	Pinball
Airblade	Namco	X-Sports
Deus Ex: The Conspiracy	Eidos	FPS/RPG
Drakan: The Ancients' Gate	Sony CEA	Adv.
ESPN Int'l Winter Sports	Konami	Sports
ESPN X Games: Snocross	Konami	X-Sports
Forever Kingdom	Agetec	RPG
Gitaroo Man	Koei	Rhythm
Godai: Elemental Force	3DO	Action
Grandia II	Crave	RPG
Monsters, Inc.	Sony CEA	Action
MotoGP 2	Namco	Racing
NBA 2K2	Sega	Sports
NCAA March Madness '02	EA Sports	Sports
NFL Blitz 2002	Midway	Sports
PaRappa the Rapper 2	Sony CEA	Rhythm
Rez	Sega	Rhythm
Shadow Man: 2econd Com.	Acclaim	Adv.
Shifters	3DO	Action
Salt Lake 2002	Eidos	Sports
State of Emergency	Rockstar	Action
Wizardry: Forsaken Land	Atlus	RPG

February

Caesars Palace	Rockstar	Casino
Commandos 2	Eidos	Strategy
ESPN NBA 2Night 2002	Konami	Sports
Evil Twin	Ubi Soft	Action
Herdy Gerdy	Eidos	Action
Maximo: Ghosts to Glory	Capcom	Action
MS Gundam: Zeonic Front	Bandai	Strategy
No One Lives Forever	Sierra	FPS
Pac-Man Fever	Namco	Party
Pac-Man World 2	Namco	Action
Pirates: Legend/Black Kat	EA Games	Action
Run Like Hell	Interplay	Action
Star Trek: Shattered Universe	Interplay	Action
Star Wars: Racer Revenge	LucasArts	Racing
Top Angler	Xicat	Fishing
Trophy Bass	Sierra	Fishing
Virtua Fighter 4	Sega	Fighting
World Tour Soccer	Sony CEA	Sports
Worms Blast	Ubi Soft	Puzzle

March

Air Ranger	bam!	Flight Sim
Blood Omen 2	Eidos	Adv.
Britney's Dance Beat	THQ	Rhythm
Conflict Zone	Ubi Soft	Strategy
E.O.E.: Eve of Extinction	Eidos	Action
Freekstyle	EA Big	X-Sports
Hot Shots Golf 3	Sony CEA	Sports
Jimmy Neutron: Boy Genius	THQ	Action
King's Field: Ancient City	Agetec	RPG
Knockout Kings 2002	EA Sports	Sports
The Lost	Crave	Adv.
Medal of Honor: Frontline	EA Games	FPS
MLB 2003	Sony CEA	Sports
Monster Jam	Ubi Soft	Action
Need for Speed: Hot Pursuit 2	EA Games	Action
Pryzm: The Dark Unicorn	TDK	RPG
Rally Simulation	Ubi Soft	Racing
Rayman Arena	Ubi Soft	Action
Simpsons Skateboarding	EA Games	X-Sports
Sled Storm	EA Big	X-Sports
Star Wars: Jedi Starfighter	LucasArts	Shooter
Tiger Woods PGA Tour '02	EA Sports	Sports
Transworld Surf	Infogrames	X-Sports
Triple Play 2002	EA Sports	Sports
The Weakest Link	Activision	Trivia
World of Outlaws	Infogrames	Racing
WTA Tour Tennis	Konami	Sports

April

Aliens: Colonial Marines	EA Games	Action
Barbarian	Titus	Fighting
SOCOM: U.S. Navy SEALs	Sony CEA	Action

Future Releases

Armada 2	Metro3D	Action
Defender	Midway	Action
Downforce	Titus	Racing
Ecco the Dolphin	Sega	Action
E.T.: Return/Green Planet	NewKidCo	Adv.
Final Fantasy XI	Square EA	RPG
H2Overdrive	Crave	Racing
Kelly Slater's Pro Surfer	Activision	X-Sports
Kingdom Hearts	Square EA	RPG
Legion: Legend of Excalibur	Midway	Strategy
Looney Tunes: Space Race	Infogrames	Racing
Mike Tyson Boxing	Codemasters	Sports
Mortal Kombat	Midway	Fighting
Onimusha: Warlords 2	Capcom	Adv.
Project 0	Tecmo	Adv.
Robocop	Titus	FPS
Savage Skies	TBA	Shooter
Soul Calibur 2	Namco	Fighting
Space Channel 5	Sega	Rhythm
Space Channel 5 Part 2	Sega	Rhythm
Spider-Man	Activision	Action
Star Ocean 3	Enix	RPG
Stuntman	Infogrames	Action
Test Drive	Infogrames	Racing
Suikoden III	Konami	RPG
Tekken 4	Namco	Fighting

PS ONE

January

Arc the Lad Collection	Working Designs	RPG
Dexter's Laboratory	bam!	Action
Free Wheelin' USA	Ubi Soft	Racing
Kickboxing	Agetec/A1	Sports

February

Dodgeball	Agetec/A1	Sports
Hidden & Dangerous	Take 2	Action
Peter Pan: Neverland	Sony CEA	Action

Future Releases

Black & White	TBA	Adventure
Creatures	Conspiracy	Action
Delta Force: Urban Warfare	NovaLogic	FPS
Dragon Warrior IV	Enix	RPG
Rayman Arena	Ubi Soft	Action

FINAL FANTASY XI

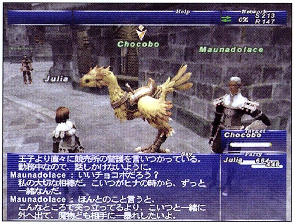
You've played FFX, now see what's next

By now you've no doubt heard that **Square**'s next Final Fantasy game is going to be online. "Great, so what does that mean in terms of gameplay?" you might ask. The simple answer: No longer will you venture out on a quest of your own—instead, you'll interact with hundreds of gamers from all around the world. Similar to the Dreamcast game Phantasy Star Online, Final Fantasy XI is a Massively Multiplayer Online RPG (or MMORPG for short), and is really only enjoyable when played over the Internet.

At the start of the game, you can choose one of three breeds of characters: human-like Humes, Tal Tals (hobbit-looking characters that excel at magic) or tall Elvaans, with their pointy ears and swordfighting prowess. Once you choose whether your character is male or female, you can then customize him or her a bit, proceeding to head out into the world of Vana Diel (where all of FFXI takes place). However, each breed has its own territories, some of which are only accessible to certain breeds. At the same time, some territories don't take kindly to foreigners, so any non-natives might just have to tread lightly.

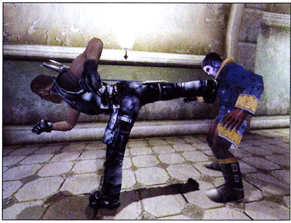
Progressing through the game requires great communication and the ability to work with others, as you type messages to each other with a keyboard. Get along with others and you can join as many as five of them in battle—essential if you want to stand a prayer against the game's tough bosses. Interestingly, up to three parties can ally together, resulting in even bigger battles—battles that take place right on the field map so there's no transition upon enemy encounters. When you run into an enemy on the field map, your fight begins right there.

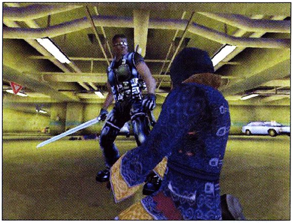
With its radically new visual style (Tetsuya Nomura handled the character designs, yet these seem like a big departure for him), and direction from former Legend of Mana and Chrono Cross staff members, FFXI will no doubt take the series to new heights when it hits the U.S. this **fall**.



王子より直々に競売所の警護を言いつかっている。
勤務中なので、話しかけないように。
Maunadolace：いいチョコボだろう？
私の大切な相棒だ。こいつがヒナの時から、ずっと一緒なんだ。
Maunadolace：ほんとのこと言うと、
こんなところで突っ立ってるより、こいつと一緒に外へ出て、魔物ども相手に一暴れしたいよ。

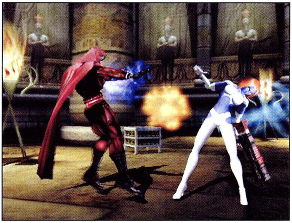
Zemuto
Lachesis





Blade 2

While not exactly a great game, the original Blade featured an urban grit previously seen in few PS one titles. While anyone who's played a Grand Theft Auto III or Max Payne knows the concept is already quite prevalent on PS2, we're pretty sure **Activision**'s release is the first to readily incorporate a league of vampires bent on creating a race of supervamps known as Reapers. Of course, only the Daywalker can stop them when the game ships **later this year**.



X-Men: Next Dimension

Yeah, it's a new X-Men fighting game and yeah, **Paradox** is developing it—but don't go thinking Next Dimension will only serve as a prettier version of the company's past couple efforts for **Activision**. The game promises more story than your typical fighter, with 24 mutants there for the brawlin'. What we most eagerly await seeing upon its release this **summer**, though, is its multitiered arenas, some of which represent similar locations as past games, but look totally different.

SPIDER-MAN

HANDS-ON PREVIEW

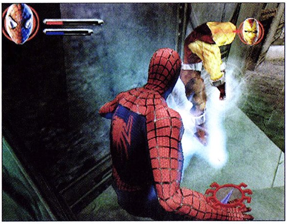
A movie-based game that rocks? Looks like it

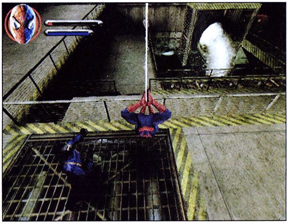
In early May, Sony Pictures' release of *Spider-Man* introduces comicdom's favorite wall-crawler to the silver screen for the first time. But that's not the only Spidey fun to look forward to **late this spring**. Around the time the movie hits theaters, **Activision** aims to release its own interpretation of the film in video game form. And from what we've experienced thus far, it stands a legitimate chance of upstaging the PS one original for the title of Best Superhero Game Ever.

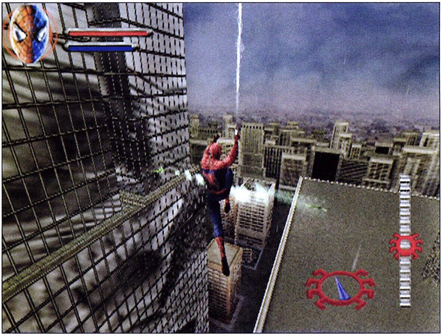
In order to represent the movie as well as possible, the developers at **Treyarch** actually sat down with director Sam Raimi and others involved. The result is a game that maintains the film's overall style (just check out Spidey's spot-on superduds), plus its core plot dealing with the Green Goblin's maniacal plans. But alas, the events of a two-hour movie don't make for a very long gaming experience when converted directly to playable form. Cognizant of this, Treyarch has enhanced the story to involve more than just Willem Dafoe's character. "They loaded it up with extra supervillains," relays Activision Producer T.Q. Jefferson, mentioning the inclusion of Shocker, Scorpion and, soaring onto a Sony system for the first time, the Vulture.

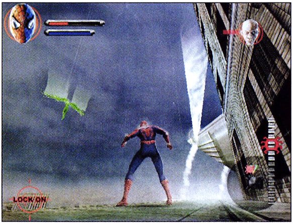
Our time with the game demonstrated a slew of moves that either add to or just plain look better than those seen in PS one Spidey titles. In addition to the souped-up punch-kick combos come some seriously cool web attacks. You don't just have pointy webs to add power to your punches, for instance; this time, it more closely resembles a multispiked club on your fist. And remember how the only way you could hang upside down before was in a waiting animation? Now you've got total control, making dropping down on thugs all the more fun.

We also got to sample the boss fight against the Vulture, which itself proved unique. It takes a lot of accurate web-slinging through the New York City skyline to take down that geriatric fowl. If other fights are as engaging, no true believer will want this one missing from his game library.



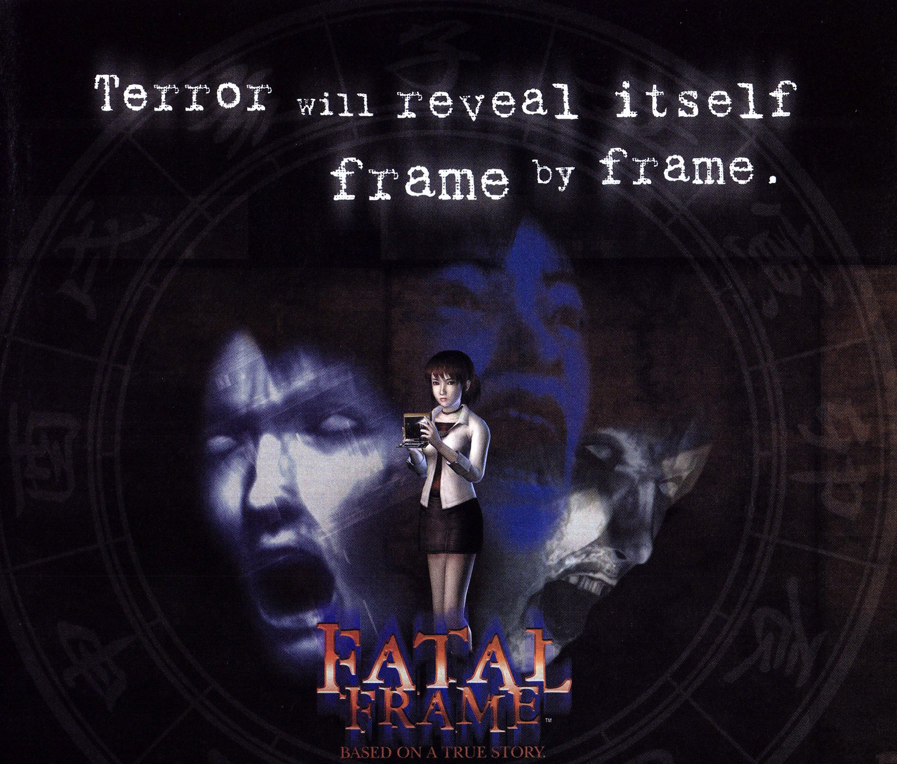






Play With This

Peripheral manufacturer Naki recently released this Spidey controller (as well as a similarly themed memory card for PS one). What better tool for web-slinging antics?



FATAL FRAME™

BASED ON A TRUE STORY.

When Miku enters a haunted house in search of her missing brother, she has no idea the mystery she's about to unravel. Guided by her sixth sense and forced to face supernatural spirits, her only weapon is an antique camera.

Coming Early Spring 2002

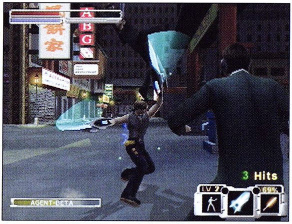
RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.

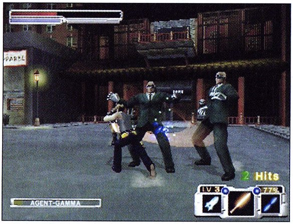
TECMO | 100% GAMES

For more information, go to
www.fatalframegame.com

PlayStation®2

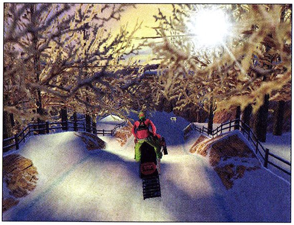
Fatal Frame ™ Tecmo, LTD 2002. Tecmo ® and the Tecmo logo are registered trademarks of Tecmo LTD. Tecmo, Inc. PMB#5553 21213-B Hawthorne Blvd., Torrance, CA 90503 p (310) 944-5005 f (310) 944-3344 "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.





E.O.E.: Eve of Extinction

The term "hack n' slash" nicely describes E.O.E., **Eidos**' weapons-based action game due out in **March**. You play as Josh Calloway, who is a field operative working for Wisdom Inc. But his real motive is to get his girlfriend, Eliel, back from the men who have kidnapped her. Developed by **Yuke's**, the makers of SmackDown!, E.O.E. seems a long way from the WWF. While it's fun for a bit, tedium seems to arrive early after you've hacked n' slashed repeatedly for 30 minutes.



ESPN Winter X Games: Snocross

You might have to revise your calendars this **January**, renaming it "ESPN Winter X Games" month. Joining **Konami**'s Snowboarding is Snocross, the answer to EA Big's Sled Storm. We haven't seen this one in action, but expect clean, crisp television-style presentation, as if watching it on ESPN. You can also look forward to hidden shortcuts, upgradeable sleds and destructible elements, while tearing it up with six pro riders, including X Games gold medalist Tucker Hibbert.

STAR WARS: RACER REVENGE

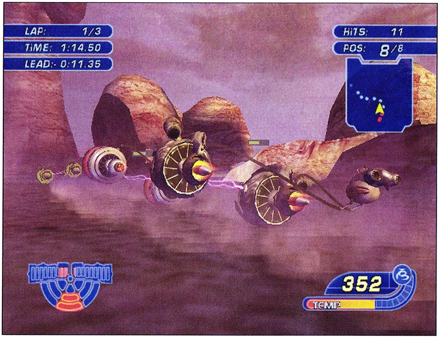
HANDS-ON PREVIEW

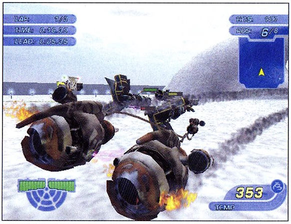
Podracing from the people who brought you ATV

It's a match made in heaven. **Rainbow Studios**, the folks who brought us the speedy, expansive and eminently playable ATV Offroad Fury, has teamed up with **LucasArts** to provide a PS2-exclusive follow-up to the popular Episode I: Racer (released for N64, Dreamcast and PC). The original was released around the same time as the movie, and (unless you count Starfighter) is often regarded as the best of the specifically *Phantom Menace*-related games. The sequel, surprisingly, doesn't follow suit in terms of the movie timelines. Picking up eight years after the original, the races featured actually occur between Episodes I and II, when Anakin is in his teens.

The game's richly detailed 14 tracks are full of the fancy effects we've come to expect from projects of Rainbow Studios. On Tatooine, the sand kicks up as the Pods speed through canyons, and on other planets (you know—the ones with unpronounceable names that you won't recognize unless you read Star Wars sourcebooks), you race through the likes of glass tubes, hi-tech corridors and caverns filled with dangerous rocks. All the scenery looks absolutely gorgeous, and makes use of some spectacular lighting. In an obvious nod toward SCEA's Ico, some of the outdoor environs feature the bleached-out and overexposed look of the *OPM* favorite.

Nudging your opponents plays a greater role in the overall experience as opposed to the first Racer, making for a more aggressive feel to the gameplay. As seen in the movie, fierce rivalries exist between the racers, and these relationships represent an important gameplay element. Although possibly not on everyone's gaming radar as an early "classic" for 2002, our hands-on time with Racer Revenge has us quite excited for its **February** release.





Preorder Watch

STORE	PREORDER	PRICE	SHIP DATE
Amazon.com	N	N/A	N/A
Buy.com	Y	$47.99	2/13/02
EBgames.com	Y	$49.99	2/12/02
GameStop.com	Y	$49.99	1/21/02
LucasArts.com	N	N/A	N/A

all data as of 12/10/01

LAP: 1/3
TIME: 1:14.50
LEAD: 0:11.35
HITS: 11
POS: 8/8
352
TEMP

PLAYER 1
BEN QUADINAROS
SELECT PILOT & POD
BACK
SELECT

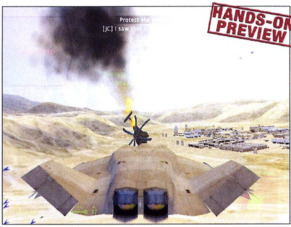
LAP: 1/3
TIME: 0:04.09
LEAD: 0:00.32
HITS: 24
POS: 7/8
420
TEMP

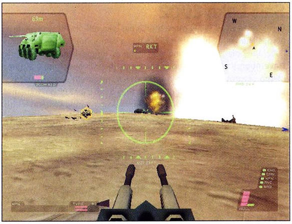
DROPSHIP

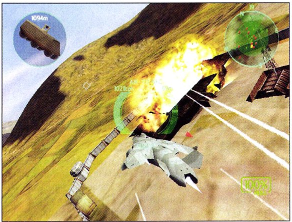
Not just a pretty flight sim

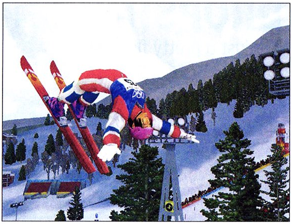
After playing around with **Sony CEE**'s Dropship for a while, we can't help but think one thing: Will it ever come here? Falling somewhere in between a flight sim and an arcade-style shooter, the game places you in the role of a trainee in a global peace force and follows you as you grow through the ranks. The fun part is that it allows you to pilot a whole bunch of vehicles while often keeping track of a set of wingmen. Things can get quite exciting when missions go awry, and it's in your hands to come up with solutions on the fly. The visuals are quite impressive, as well, featuring massive play fields with no pop-up or fogging. Unfortunately, some of these environments are a tad bland, but with so much going on, you'll have very little time to focus on the small details. Lucky Europeans should see Dropship this winter.

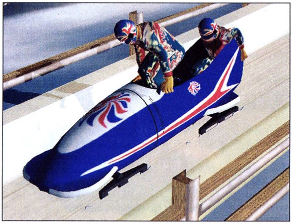
HANDS-ON PREVIEW


Protect the
[JC] I saw that


69m
RKT
W
N
S
E

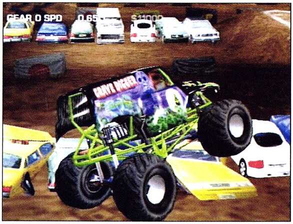






Salt Lake 2002

For most of us, it takes more than a big lake full of salt to coax us across Utah state lines. But **Eidos** has a winter home there for SL 2002, the only game bearing the Olympics' official license. This **November**, you can play up to six events including women's alpine skiing slalom, men's two-man bobsled, and men's snowboard parallel giant slalom. We still wish they'd have included a luge or hockey event, though we understand the latter would've been tough.



Monster Jam: Maximum Destruction

Ubi Soft's game of monster-truck mayhem has undergone a name change (it was formerly known as USHRA Monster Jam, after the United States Hot Rod Association). That license has departed, but the game still retains its licensed vehicles, like Grave Digger, Predator and Wolverine. The release date has also been delayed until **March**, but we're sure the game will end up better for it.

FREEKSTYLE

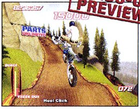
HANDS-ON PREVIEW

Get your freek on

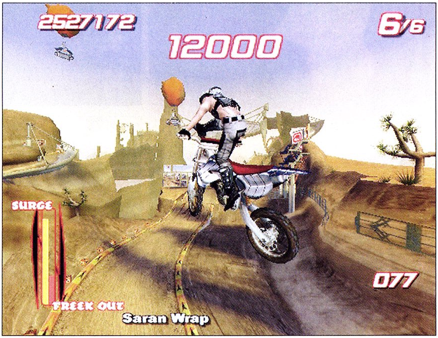
Midway through development on its latest supercross title for PS2, EA decided to shift the game in a completely new direction—an **EA Sports Big** sort of direction. Meaning, the standard racing gameplay and basic riders were all thrown out the window—and in their place came an SSX-style trick system and hardcore daredevil riders intent on pulling off the most insane moves humanly possible.

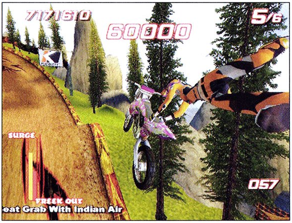
And while the game comes from rather untested developer **Studio 44**, made up in part of ex-Sega employees, team members are taking extra care to make Freekstyle fit in with the rest of the Big franchise. For example, the characters, despite being modeled after real freestyle motocross riders, all come filled with personality, constantly trash talking with each other as in the SSX games. The all-important trick system very much resembles SSX, as well, though the motocross bikes in Freekstyle allow for even bigger air, perfect for performing some sick stunts. The game features nine different fantasy environments, each replete with shortcuts and obstacles to use to your advantage.

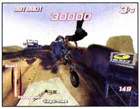
We recently sat down with an early version of Freekstyle and came away very impressed—things seem to be shaping up for another Big hit. Solid graphics complement some fun gameplay, which, though it could use a tweak here and there, we expect to entertain us for hours and hours come **spring**.



40000
3/6
118
Cliffhanger







50000
3/5
083
Back Flip

PlayStation 2
Rez
SEGA
EVERYONE
E
CONTENT RATED BY ESRB

Rez™

Go to synaesthesia . . .

The Shooting Genre
Reinvented

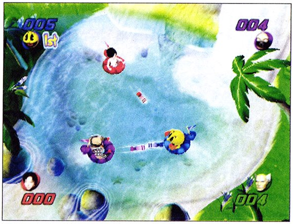
PlayStation®2

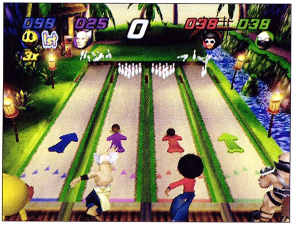
SEGA®

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Rez requests your senses. Bring them. . . www.sega.com/rez

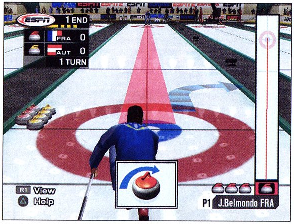
Sega is registered in the U.S. Patent and Trademark Office. Sega and Rez are registered trademarks or trademarks of Sega Corporation or its affiliates. © SEGA CORPORATION/UGA, 2001. www.sega.com "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.





Pac-Man Fever

With the exception of Crash Bash (the very *mediocre* Crash Bash), no party title has yet presented PlayStation gamers with well-loved, recognizable characters. **Namco** changes that this **February**, though, with the release of Pac-Man Fever. Along with the Pac family, join Namco characters from the company's library of classics—everything from Tekken, to Ridge Racer, to Soul Calibur and more—in over 30 minigames spanning four unique worlds.



ESPN International Winter Sports 2002

The **January** follow-up to last year's very popular International Track & Field, **Konami**'s winter sports version features 10 events to put you into the Olympic spirit. Curling is the real wild card, basically consisting of a big weight, a sheet of ice and brooms. If you've never curled, you haven't lived! Speed skating, bobsledding, slalom skiing and Dance Dance Revolution-style figure skating round things out.

TIMESPLITTERS 2

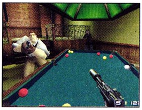
ON THE DISC

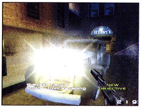
A tantalizing glimpse of a surefire hit

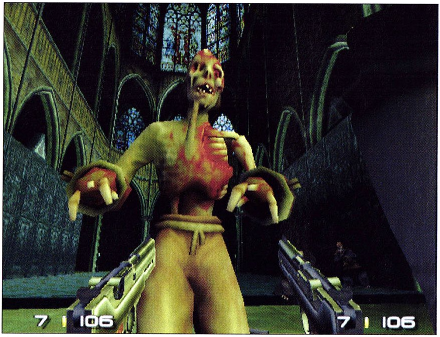
It's a pretty safe bet that you've already fired up this month's demo disc to check out TimeSplitters 2. Hey, we did the same thing—as soon as the disc came in, work ground to a halt as everyone crowded around to see what improvements **Free Radical** had made to an already exceptional game. And so far things look promising. While the original game barely strayed from the Doom formula of shooting everything that moves and getting to an exit, but this time you'll find a wide variety of mission objectives that can comprise some fairly involving tasks.

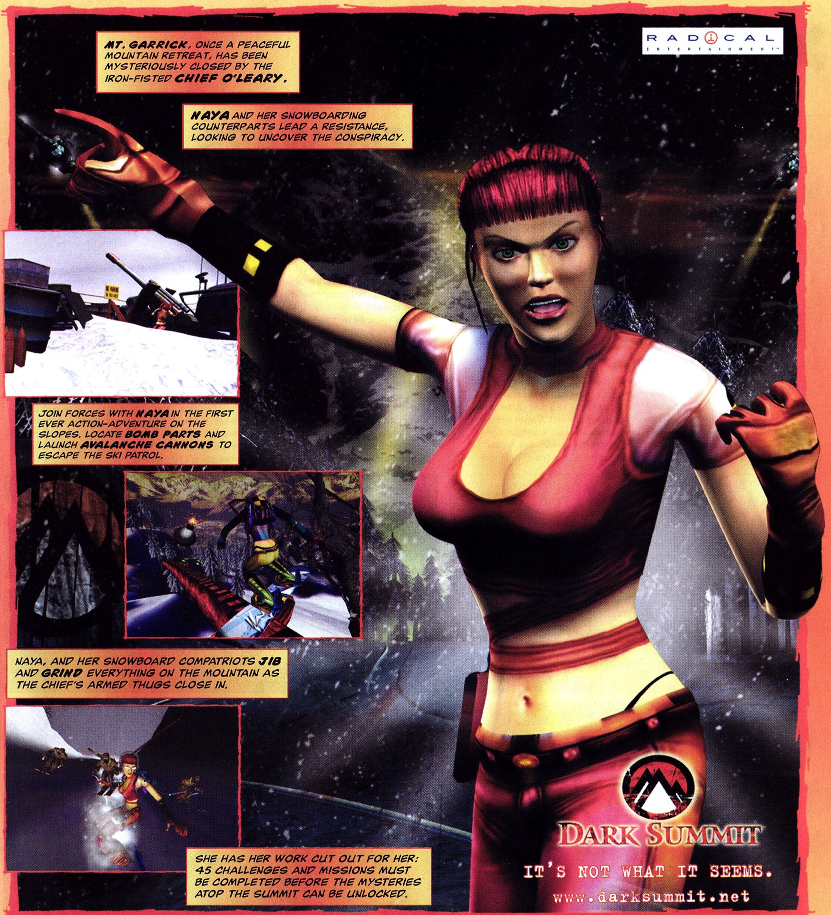
But don't think this means they'll be shortchanging us in the areas in which the original excelled. We're told to expect an even deeper and versatile level-builder tool, and multiplayer modes as robust as in the original. Remember, we're talking about former members of Rare—the folks who made GoldenEye and Perfect Dark for N64. Trust us, they know what they're doing.

Last we heard, **Eidos** was still planning on releasing this one this **spring**, but we're happy to wait as long as it takes to get our 16-player i.Link deathmatch on. Until then, check out these screens from other portions of the game than you've experienced on the demo disc.









MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED BY THE IRON-FISTED **CHIEF O'LEARY.**

NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

JOIN FORCES WITH **NAYA** IN THE FIRST EVER ACTION-ADVENTURE ON THE SLOPES. LOCATE **BOMB PARTS** AND LAUNCH **AVALANCHE CANNONS** TO ESCAPE THE SKI PATROL.

NAYA, AND HER SNOWBOARD COMPATRIOTS **JIB** AND **GRIND** EVERYTHING ON THE MOUNTAIN AS THE CHIEF'S ARMED THUGS CLOSE IN.

SHE HAS HER WORK CUT OUT FOR HER: 45 CHALLENGES AND MISSIONS MUST BE COMPLETED BEFORE THE MYSTERIES ATOP THE SUMMIT CAN BE UNLOCKED.

DARK SUMMIT

IT'S NOT WHAT IT SEEMS.

www.darksummit.net

TEEN T CONTENT RATED BY ESRB

Comic Mischief
Mild Language

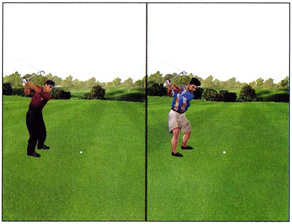
PlayStation 2

XBOX

NINTENDO GAMECUBE

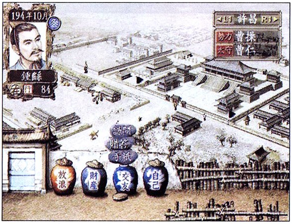
THQ
www.thq.com

© 2001 THQ Inc. Radical Entertainment and its logo are trademarks of Radical Entertainment Ltd. Dark Summit, THQ and the respective logos are trademarks and/or registered trademarks of THQ Inc. All other trademarks and logos are property of their respective owners. All rights reserved. Microsoft, Xbox and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.



Tiger Woods PGA Tour 2002

A few changes are in store for the latest Tiger Woods game from **EA Sports**. Remember how swinging your club always used to involve three taps of the X button? Now it's as simple as a twist of the analog stick, a move that actually works surprisingly well. Also, in addition to the other pro golfers like Justin Leonard and Lee Janzen, new amateur characters enter the fray to liven things up a bit. And, for the first time, you and a friend can race to the hole in Speed Golf mode.



208年 8月博望坡の戦い
劉備
曹操
守 10
部隊 7
攻
30000
兵士 100000
60
士気 80

Romance of the Three Kingdoms VII

Sure, you've seen the story told in the Dynasty Warriors titles—maybe even Kessen II (no matter how inaccurately)—but this **February**, **Koei** unleashes the latest in its most famous strategy series. ROTK7 is a huge effort, enabling you to, through as many as 10 scenarios, assume the guise of any Chinese dead dude from circa 200 A.D.—anyone from the prominent figures like Cao Cao and Liu Bei to the lesser officers you've probably never heard of.

STAR WARS: JEDI STARFIGHTER

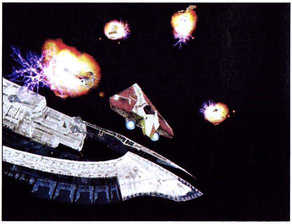
An *Episode II* game? Well, sort of

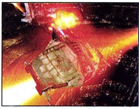
Due out in **March**, the sequel to **LucasArts'** successful Star Wars: Starfighter should satiate the desires of fans until the clones start attacking on May 16. As you can tell from the name, the Jedi play an important role this time—as do their pointy-looking, triangular starfighters.

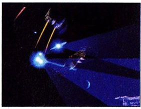
The structure of Jedi Starfighter is very similar to that of the original, including space- and ground-based missions that feature much more of an emphasis on a "game"-structured progression. More definitive Trade Federation and Sabaoth Squadron boss ships cross your path this time, including some big capital ships—more than last time, where the droid control ship represented the sole space behemoth. And did we mention the myriad of other smaller ones to deal with? Over 40 in all.

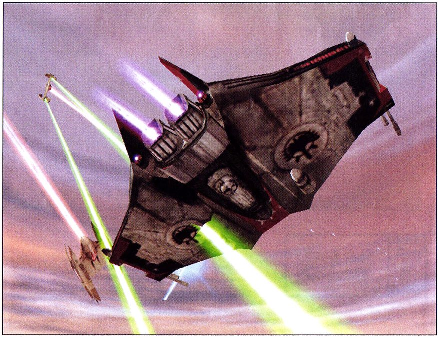
As well as the expected arsenal of laser canons and torpedoes, the central character this time, Adi Gallia (you might remember her from *Episode I*'s Jedi Council scene or possibly Jedi Power Battles), also sports some fancy Jedi tricks to mess with the bad guys. You can erect a Force shield around your ship, zap fancy Emperor-style lightning bolts at passing fighters, or even cause the bad guys to crash by messing with their minds. Adi Gallia allies herself with the original's Nym, whom you'll also control in some missions, seated in the comfort of his own ship, the Havoc.

Fans of the first Starfighter will be pleased to find a longer game to complete, this time with 15 missions that don't necessarily follow, yet intertwine with the plot of *Episode II*, ending as you take part in *Attack of the Clones*' climactic battle. Also, thanks to the team being fresh off the somewhat jazzed-up Xbox version of the original, much of the work they did developing more multiplayer options has also been integrated into the new game, including a two-player co-op mode.



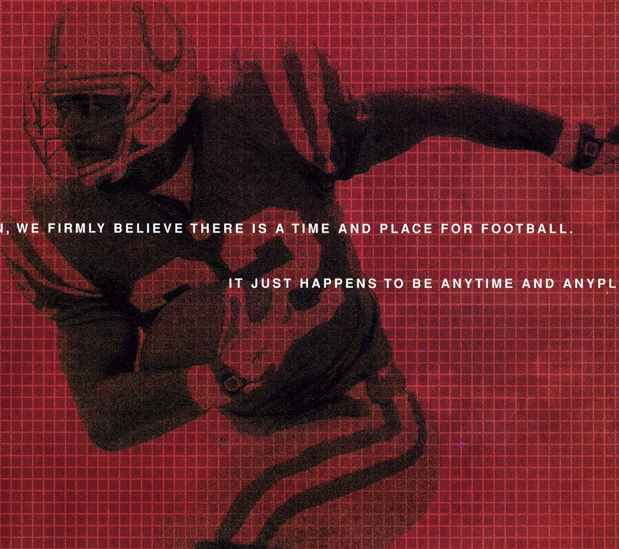






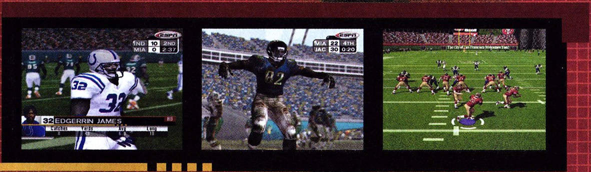
ESPN the games

www.espnthegames.com



AT ESPN, WE FIRMLY BELIEVE THERE IS A TIME AND PLACE FOR FOOTBALL.

IT JUST HAPPENS TO BE ANYTIME AND ANYPLACE.



NFL PRIMETIME 2002

With Chris Berman and Tom Jackson calling every down, you're right in the middle of a live ESPN telecast. With the ability to make trades, draft rookies and sign free agents, you control the action on and off the field. And with the power to create entirely new players, you're a veritable pro football Frankenstein. So check out ESPN NFL PrimeTime in its convenient new time slot: 24 hours a day, seven days a week.

PLAYERS INC

EVERYONE E CONTENT RATED BY ESRB

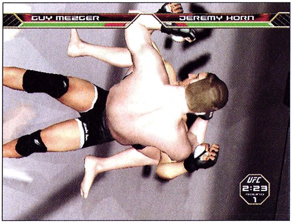
PC CD ROM

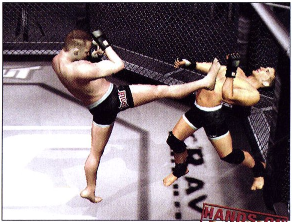
PlayStation®2

XBOX

KONAMI®

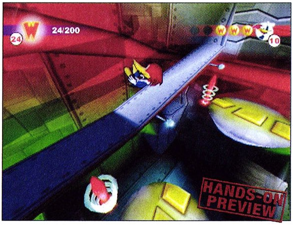
©2001 NFL. The NFL Shield logo and all other (NFL-related marks) are trademarks of the National Football League. Team names and logos are trademarks of the teams indicated. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com ©2001 PLAYERS INC. ©2001 Disney. ESPN and ESPN the games are trademarks of ESPN, Inc. KONAMI® is a registered trademark of KONAMI CORPORATION. ©2001 KONAMI. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Xbox and Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.





UFC: Throwdown

Unlike the first PS one UFC game (which basically sucked), the PS2's Throwdown is shaping up as a decent brawler. Perhaps this is due to the vastly superior visuals (thousands more polygons make up all characters, who fight in arenas filled with realistic-looking spectators), or perhaps it's because **Crave** and **Opus** have concentrated on making the gameplay less sluggish. Whatever the reason, you might actually want to give Throwdown a shot this **spring**.



Woody Woodpecker: Escape From Buzz Buzzard Park

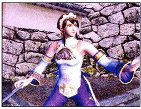
The first PS2 release of **DreamCatcher Interactive**, a company primarily known for PC graphic adventures, revamps one of cartooning's most classic characters for the 21st century—cel-shaded platformer style. Though obviously aimed at the younger crowd, the two levels of Escape From Buzzard Park we sampled impressed us with their colorful environments and overall fun action. Try it this **February**.

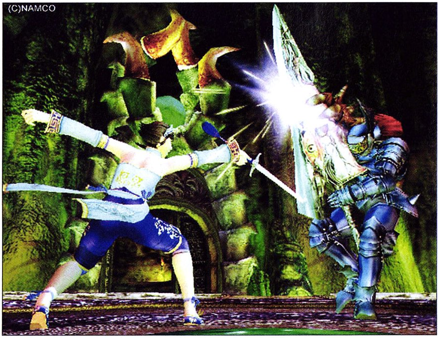
SOUL CALIBUR 2

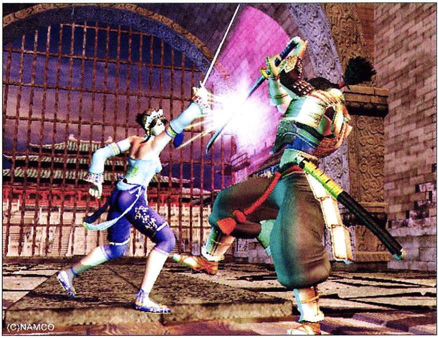
Enter: Xianghua

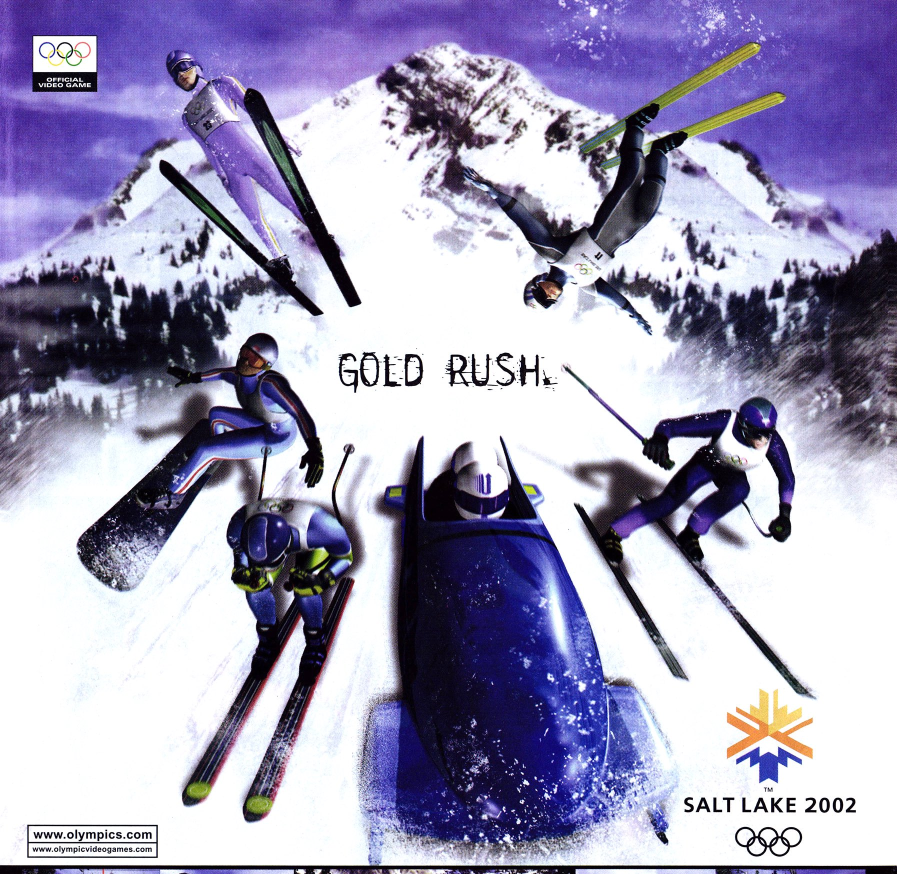
Now that **Namco** has essentially wrapped up the bulk of the work on the arcade version of Soul Calibur 2, putting it through final tests within Namco of Japan, the PS2 version of the game has begun development and should be ready by **summer**.

One of the coolest surprises we've seen is the return of Xianghua, the brave swordfighter from China. If you remember, she and Kilik defeated Inferno at the end of the original Soul Calibur's story, so now she has been called forth to repeat her victory. Enjoy these first shots of her in the game, and look forward to more on Soul Calibur 2 as its release nears.









Official video game of the Olympic Winter Games • Arcade multi-player action • Authentic Salt Lake venues

EVERYONE
CONTENT RATED BY ESRB

AVAILABLE FORMATS
PlayStation®2
PC CD

Published by
EIDOS INTERACTIVE
eidos.com

AVAILABLE FORMAT
GAME BOY ADVANCE

Published by
Ubi Soft
www.ubisoft.com

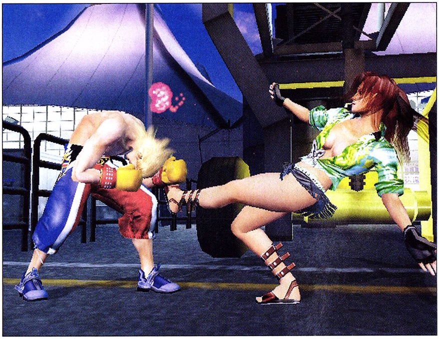
TM © 1997 SLOC 36 USC 220506. Copyright © 2002 International Olympic Committee ("IOC"). All rights reserved. PC and PlayStation®2 computer entertainment system formats published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Game Boy Advance format published by UbiSoft. ©2001 Ubi Soft, Inc. Ubi Soft and the Ubi Soft Entertainment logo are registered trademarks of Ubi Soft, Inc. Game Boy Advance is a trademark of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screenshots are from the PlayStation®2 computer entertainment system. All rights reserved.

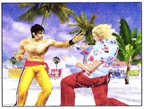
TEKKEN 4

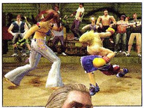
Did you expect anything less?

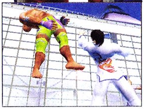
If you read our hands-on impressions of the early PS2 version of Tekken 4 last month, you may remember our raves that this could possibly be the first-ever perfect console port of a Tekken. Well, we weren't just spitting out hype. **Namco** recently went on record to state that Tekken 4 would be the first 100-percent flawless port of Tekken to a home console. Nothing is going to change for the home version—no graphical tweaks, no gameplay adjustments. It's the exact same game at home.

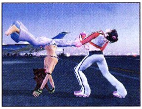
That being said, Namco did, of course, reveal that it would add a few new things to the PS2 version. In addition to Practice, Survivor and Team Battle modes, Namco will include a minigame mode along the lines of Tekken Bowl, plus new character introduction movies. **Spring** can't get here soon enough.

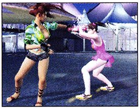


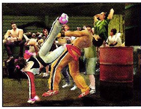




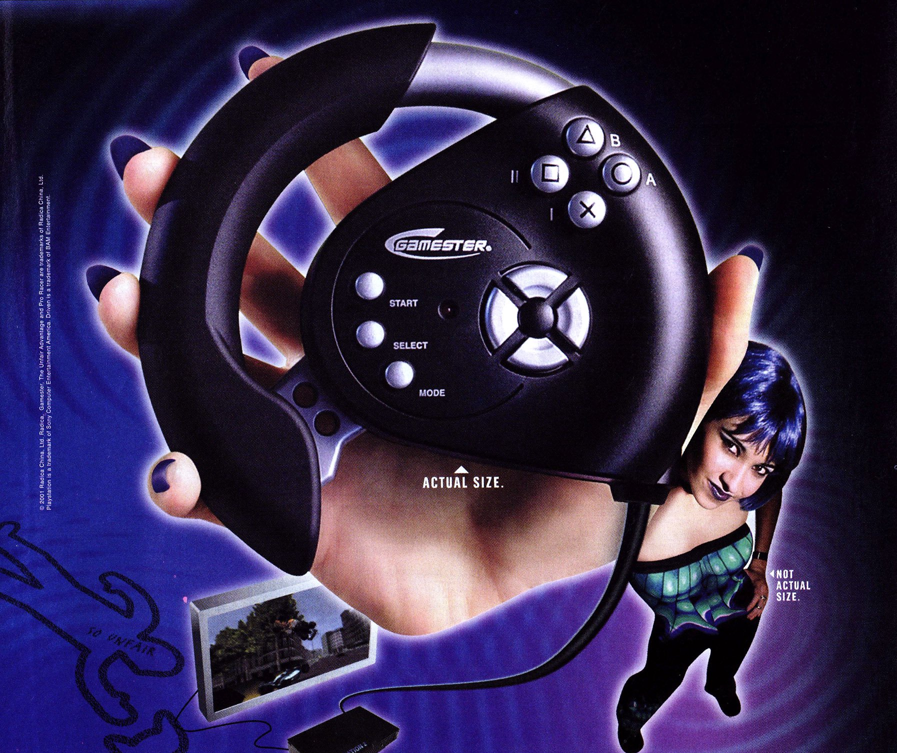








PRO RACER™ WHEEL: SMALL WHEEL. HUGE CONTROL.


GAMESTER
B
A
II
I
START
SELECT
MODE
ACTUAL SIZE.
NOT ACTUAL SIZE.
SO UNFAIR
PLAYSTATION 2

THE NEW **PRO RACER™ WHEEL** PUTS THE UNFAIR ADVANTAGE IN THE PALM OF YOUR HAND.
THERE'S NO OTHER WHEEL LIKE IT: SMALL SIZE, HUGE RESPONSE, KILLER CONTROL.
PRO RACER™ IS READY TO GRIP AND RIP FOR ALL MAJOR GAME PLATFORMS.

GAMESTER™
THE UNFAIR ADVANTAGE

SEE THE WHOLE GAMESTER LINE AT GAMESTERUSA.COM AND GET A FREE MP3 BY **UNCLE MUDFISH** JUST FOR TAKING A SPIN.

UNCLE MUDFISH SO UNFAIR

COMPACT DISS UNFAIR ADVANTAGE

© 2001 Radica China, Ltd. Radica, Gamester, The Unfair Advantage and Pro Racer are trademarks of Radica China, Ltd.
Playstation is a trademark of Sony Computer Entertainment America. Driven is a trademark of BAM Entertainment.

DRAGON WARRIOR IV

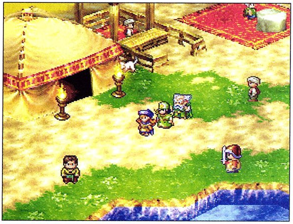
The PS one's *final* fantasy?

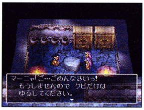
If 100-plus hours of Dragon Warrior VII wasn't enough to satiate your old-school RPG needs, then fear not, Slime-busting fiend—help is on the way. **Enix** plans to give the ol' PS one a last role-playing hurrah later this year in the form of Dragon Warrior IV, a majorly overhauled remake of the venerable series' fourth chapter, which last surfaced way back in 1992 on the 8-bit NES.

At its core, DW4 is a traditional fantasy-based RPG, just like all the other games in the series. What sets IV apart from the rest, though, is its unique chapter-based system, which splits up the game into five different chapters, each starring a different character (or characters) from the story. The first four chapters play out almost like mini-RPGs, ranging in length from about five to 10 hours apiece. The purpose of these is to introduce you to the supporting cast, who join together with the hero (or heroine—you decide) for the game's mammoth main course, the fifth and final chapter.

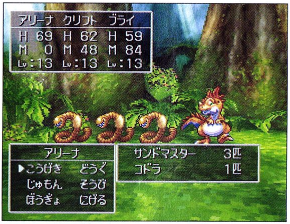
The PlayStation version of DW4 offers several improvements over the original. Most importantly, it utilizes the 3D graphics engine of DW7, making it seem almost like an entirely new game. Other noteworthy features include the "in-party conversation" system from DW7, the ability to have full control over your party in Chapter 5 (in the original, you could only choose their A.I. settings), and a new Ranking System that charts your progress throughout the quest (monsters killed, gold collected, times you died, etc.). And did someone mention a "bonus" chapter? It wasn't us....

Enix is currently hard at work on the new-and-improved U.S. localization. If all goes well, the PS one's last major RPG should be ready to roll sometime this **spring**.





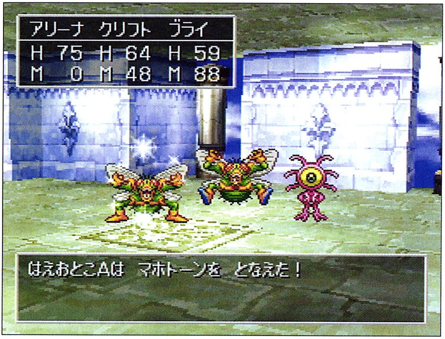
マーニャ「ご…ごめんなさいっ！
もうしませんので クビだけは
ゆるしてください。



アリーナ クリフト ブライ
H 69 H 62 H 59
M 0 M 48 M 84
Lv:13 Lv:13 Lv:13

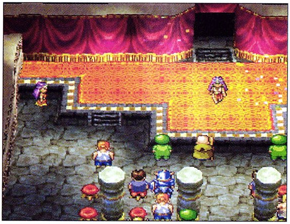
アリーナ
▶こうげき どうぐ
じゅもん そうび
ぼうぎょ にげる

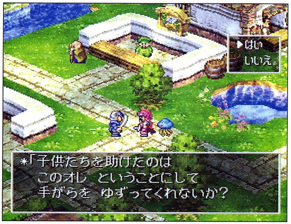
サンドマスター 3匹
コドラ 1匹



アリーナ クリフト ブライ
H 75 H 64 H 59
M 0 M 48 M 88

はえおとこAは マホトーンを となえた！

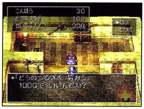




▶はい
いいえ

＊「子供たちを助けたのは
このオレ ということにして
手がらを ゆずってくれないか？

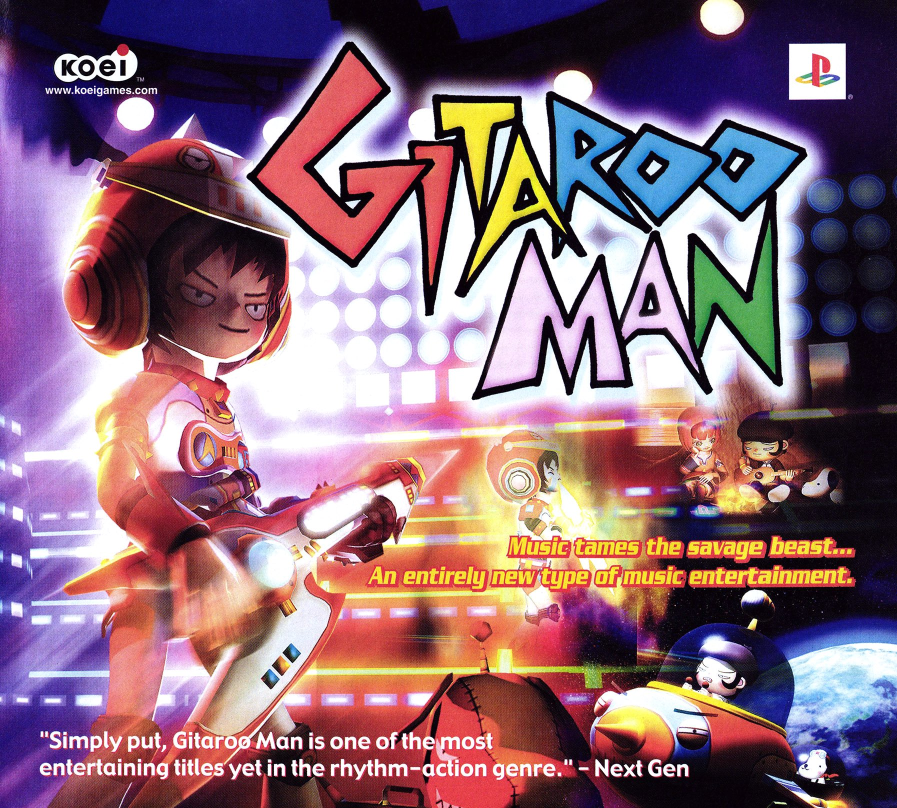
Art Director
SHINTARO MAJIMA



こんぼう 30
どうのつるぎ 100
せいなるナイフ 200

▶はい
いいえ

＊「どうのつるぎを 買おう。
100Gで いいんだね？


KOEI™
www.koeigames.com
GITAROO MAN
Music tames the savage beast...
An entirely new type of music entertainment.

"Simply put, Gitaroo Man is one of the most entertaining titles yet in the rhythm-action genre." - Next Gen

U-1
GREAT
Attack

Play as the legendary
Gitaroo Man
and save the planet
from the clutches

U-1
0007189
ATTACK

10 colorfully unique
stages, each
with its own music

Musical
Deathmatches and
Harmonizing Co-op
play for up

U-1
GREAT
GUARD

The Gitaroo is the
weapon! Keep
with the rhythm as you

EVERYONE
E
CONTENT RATED BY ESRB
Mild Language

PlayStation®2

Gitaroo Man is a trademark of KOEI Corporation and KOEI Co., Ltd. © 2001 KOEI Co., Ltd. All rights reserved. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

BEHIND THE FANTASY

by Gary Steinman

THERE'S SOMETHING SPECIAL ABOUT FINAL FANTASY.

Think about it for a second. Final Fantasy X. As in 10. How many franchises can you name that have successfully spawned this many sequels—and with no end in sight? Most movie franchises, for example, peter out by the third film. Heck, even Rocky threw in the towel after his fifth outing. (Although Sly should have called it quits when he enlisted Hulk Hogan and Mr. T to co-star in the horrendous *Rocky III*. But we digress.)

Even in the video game world, which is infamous for sequels and retreads, few franchises continue to be relevant after the third go-round. Think Crash. Or Tomb Raider. Aside from a few notable exceptions, most series quickly lose their luster, dragging once-storied names into a murky pool of mediocrity. But Final Fantasy has stayed strong, continuing to reinvent itself, to push the limits of technology, and to redefine the gaming experience.

Which is why Final Fantasy is one of the top-selling franchises of all time. Since the series debuted in 1987, a whopping 35 million units have been snapped up by eager gamers worldwide. More recently, 2.5 million units of FFX have already been shipped in Japan, of which about 1.5 million sold through on the first day of release alone. And right now FFX is selling out at stores all around us.

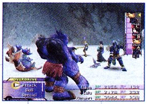
Beyond the numbers, Final Fantasy has been credited with other notable achievements: bringing the once-niche role-playing genre to the mainstream, playing a critical role in the early success of the PlayStation platform, injecting cinematic qualities and production values into gaming, and elevating storytelling to new heights.

And yet plenty of gamers can't help but wonder: What's new? What's different? Why should I still care about Final Fantasy? Sure, some of you already picked it up and are playing it nonstop. Others of you might be holding out, wondering if this 10th edition in the never-ending series is really worth all the fuss. After so many years, can FFX truly be all that good?

Most definitely. In fact, FFX represents the series' biggest leap forward since the revolutionary FFVII. With an all-new battle system, real-time graphics, voice-acting and much, much more, this latest Final Fantasy once again takes the series in bold new directions. We've gone hands-on to tell you what's new. We've gone behind the scenes to tell you why the developers chose to go in certain directions. We've immersed ourselves in all things FFX to bring you the details that you won't find anywhere else.

The best Final Fantasy yet? We'll let you be the judge. But one thing's for sure: FFX is truly unlike anything come before. Read on to find out why...

BATTLE SYSTEM



Wakka
Tidus
Auron

Whatever you think of the ambitious storylines, the heavy-handed melodrama, the over-the-top characters who populate the worlds of Final Fantasy, it's really the battle system that makes or breaks these games. Because without it you'd, well, have no game at all. And despite suffering the same problems that plague all RPGs (too many random battles, too much time spent leveling up, too disruptive to the flow of the story), Final Fantasy has been universally hailed as having one of the best combat systems around. Still, critics—and even fans—have long thought that Final Fantasy is overdue for an overhaul. Yeah, the battles look great. Sure, they're plenty deep. But c'mon, now—we all expect more from this flagship series, don't we?

Which, of course, only raises the questions: How do you improve on something that's so well-established in the collective psyche of millions of gamers worldwide? How do you even start to jigger with such a time-tested formula?

The answer? You bring in someone new to give the series more than just a facelift. You enlist the skills of someone willing to perform radical reconstructive surgery. You pull in the talented Toshiro Tsuchida, a legend among hardcore gamers for his brilliant work on the Front Mission games.

"At first, he was just assigned to help out the development team," FFX's director Yoshinori Kitase explains. "Then we considered how Mr. Tsuchida could best contribute to the title. Since he'd previously worked on the Front Mission series, we figured he could best apply that expertise to battle direction. He brought the battle strategy concepts that he'd honed in his war-simulation games to FFX."

In the past—and in most other RPGs—the battles and the story often worked against each other, one disrupting the other. No longer. Upon becoming FFX's battle director, Tsuchida immediately set to work on not only rethinking the system itself, but adjusting the structure of battles to seamlessly integrate with the story. "I didn't want the battles to become a hindrance to those who wanted to enjoy the story," Tsuchida says. "When I was creating the battle system I first acknowledged how important the storyline is."

"I wanted the story and battle elements to go hand in hand."

Tsuchida's drive for better interplay between the battles and the story led the development team to change the way they typically work on the games. "For past installments, we worked on the story and the battle system separately," Kitase says. "While this boosted productivity, it resulted in a more disjointed transition between story and battle. Sometimes this would disrupt the flow of the story and reduce the drama of battles. Also, some monsters would appear out of place in certain scenes. We wanted to avoid these problems for this title."

And avoid it they did. When playing FFX, you'll notice right from the start that the battles often have a major role in advancing the story. Sure, later in the game you'll endure plenty of "meaningless" random encounters—but early on you'll face more big bosses than random monsters, and during these battles you'll often learn new details about your characters, their unique abilities, and even the story itself.

Much of this is accomplished thanks to a new feature dubbed the "event scene"—basically, a direct transition from the story right into the battle. No screen wipe, no fade, no shattering effect...just a slight and ever-so-brief blur and you're there, still in the world, ready to brawl. "I knew I wanted the story and battle elements to go hand in hand from the beginning of the project," Tsuchida reiterates, "so I implemented the event-to-battle scene transition, to give players a sense of cohesion between events and battles. This was made possible by having the scenario writer, Mr. Nojima, present the plot to us during the battle system's planning stages."

Another thing you'll quickly notice is the new ability to swap any of your seven characters into and out of battles whenever you choose, without any penalties for doing so. While only three characters are on screen at any given time, you'll need to use each and every one of them to get past both the everyday encounters and the big bosses. This may seem cumbersome at first, but in practice it works quite well, due in no small part to the unique traits of every member of your party. "I made sure the characters' personalities didn't feel awkward or out of place in either battle or story sequences," Tsuchida says, "by coming up with different characteristics for each character."

Of course all of this is just window dressing compared with the biggest, boldest change of them all: the advent of the Condition Turn-based Battle system (also referred to as the Count Time Battle system). Taking over from the Active Time Battle system that's been a hallmark of Final Fantasy since FFIV, the CTB replaces the frenzied pace of the past games with a new, strategic approach. And that's not all. This time around, the summoned monsters play a much greater role in battles; rather than just functioning as a one-shot superpowerful spell, these Aeons (as they're called in FFX) participate in battles much like your other party members.

How, then, does all this work together? Check out the next few pages for hands-on details along with some insight from the development team. But suffice it to say that FFX's battles have a much more intuitive feel, along with a subtle depth that will draw in the hardcore gamer and the casual player alike. FFX definitely provides a fresh take on the most critical element of the series' gameplay.

Yet with so many changes, so many innovations, wasn't Tsuchida at all anxious about messing with a tried-and-true formula, one that's already sold millions upon millions of games? "I was constantly worried up until the latter half of development," he confesses. But he also has high hopes for gamers' reactions to his efforts.

"Ideally, players will understand the battle system naturally as they play through the game, and will find themselves enjoying the battles without even knowing it," he says. "Battles played such a pivotal role in previous installments that I wanted them to do the same here."

QUOTES

Final Fantasy is the reason why I'm here. Among recent FF titles, I liked Final Fantasy VIII because Sakaguchi-san was involved deeply. I know that there's his touch in the game.

Tetsuya Takahashi, director of Xenosaga

In a sea of derivative, uninspired games, the Final Fantasy series has always remained artistic, original and compelling. It has been especially inspiring for us, while developing the Soul Reaver games, to see how Square has continually pushed the envelope in terms of storytelling, character development and cinematic scope. The popularity of the Final Fantasy series is proof that a game doesn't have to be "dumbed down" to be commercially successful.

QUOTES

Amy Henning, producer, Soul Reaver games

CONDITIONAL TURN-BASED BATTLE SYSTEM

What is it?
An all-new combat system that focuses on strategy over fast reflexes. Also known as the Count Time Battle system.

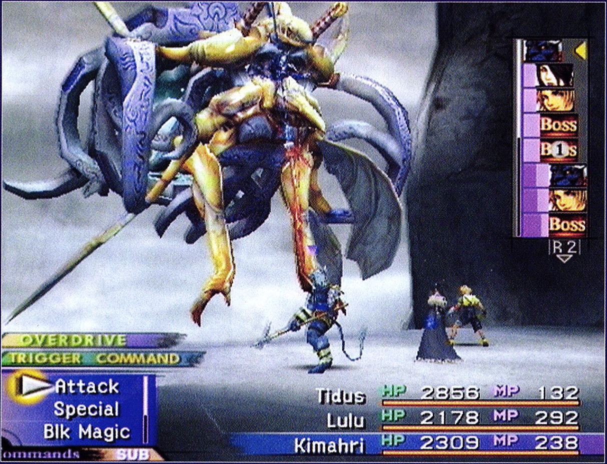
How does it work?
See that window in the upper-right corner of the screen below? That shows the order of attacks stretching on for several "rounds" of combat. While its use in boss battles is fairly obvious (you can set your regiment of healing/defensive magic and attacks/offensive magic to best survive the long haul), its application in standard fights is a bit more subtle—but just as necessary. See, each character has different skills and strengths (check out "The Big Switch" for more on that), so you'll need to pick the right ally at the right time to quickly defeat the monsters while minimizing the damage taken.

So no more Active Time Battle system? Waaaaaah! I liked that!
We liked it too, but it's time for change already. And this is definitely a change in the right direction. After all, a good portion of the past games involved jamming on the same commands over and over to slog through endless waves of enemies. With FFX, says battle director Toshiro Tsuchida, "I want the player to enjoy thinking about the battles, not just thinking about making the character stronger."

You mean I have to use my brain? During battles?!
Don't worry, Einstein—you won't be taxing the ol' noggin too hard during most encounters (although the boss battles can be a real doozy later in the game). You'll just have to pay more attention to which character you're using and why. It's pretty straightforward, though.

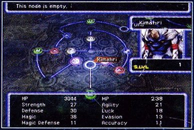
Ahh...good. I feel more relaxed already...
Exactly! That's just how Tsuchida wants you to feel, especially since the CTB system removes the nagging tension of those semi-real-time battles of past Final Fantasies, replacing it with a more manageable pace. This is a good thing for several reasons, according to Tsuchida. First, as we just said, it's more relaxing and less jarring. Second, it allows you to think and focus on the strategy involved with combat. Third, it makes it possible to actually use all of your allies. "I want players to use every character, utilizing each of their abilities," Tsuchida says. "If this were done in real time, I think only a limited number of players would be able to understand and handle this." Finally, Tsuchida adds, "I wanted to leave the length of each battle up to the player."

You make a good case—but is it really better?
Well, *better* is a tough word here. We loved the Active Time Battle system (which has been around since FFIV), but we readily agree with Tsuchida regarding the awkward tension it lent to the games. This time around it's a lot easier to enjoy each and every battle without feeling any pressure. But that doesn't mean you won't get sweaty palms during some of the intense boss fights! With FFX, though, the difficulty is real, rather than artificially induced by a constantly ticking timer. Later in the game, you'll have to put some serious thought into your choices, and you'll definitely appreciate the extra time you have to do so.



Tidus	HP	2856	MP	132
Lulu	HP	2178	MP	292
Kimahri	HP	2309	MP	238

SPHERE GRID



This node is empty.

HP	3044	MP	238
Strength	27	Agility	21
Defense	30	Luck	18
Magic	38	Evasion	13
Magic Defense	11	Accuracy	11

Whoa! That looks confusing!
Sure does. But it's not.

So how does it work?
Rather than the traditional experience-points/level-up paradigm, you gain Ability Points in FFX that then translate into Sphere Levels. Each Sphere Level lets you move one spot on the Grid. Along the way, you'll use all kinds of spheres—most of which are left behind by vanquished foes—to activate the various nodes, thus raising your stats and gaining new abilities.

Uh...I'm still confused.
Well, don't be. It's actually easier to negotiate than some of the past Final Fantasy setups—especially in the beginning, as each character starts in a different spot and is limited in his movements (except for Kimahri, who starts off right in the middle of the Grid and as such is the only "open-ended" ally). Only later in the game, when the board starts to open up, do you have to worry about making tough choices about particular directions.

But I like experience points! Why change what wasn't broken?
Maybe for the sake of innovation? Maybe to piss you off? Or maybe, as FFX director Yoshinori Kitase says, it looks cool and it's lots of fun to play with. "We grew tired of the menu system consisting solely of windows and text," Kitase says. "The concept of FFVII's Materia, for example, is rather fascinating: You insert Materia orbs into empty slots on a sword hilt to activate abilities; it kind of resembles snapping parts of a plastic model together. But in the game itself, you simply select a graphic of the Materia to fill a slot, which is pretty boring, to say the least. For this installment, we wanted to give the players something neat to play with, and the Sphere Grid turned out to be a great toy. It's simple compared to Materia and Guardian Forces, but I think its simplicity and visual appeal make it more fun."

DID YOU KNOW? That Auron is FFX scenario writer Kazushige Nojima's favorite character. "I am 38 years old now, and I set up this character to be the same age as me," he says. "So I let him say things I would like to say to people around the age of 17 and 18. That's why I like him."

TOP SECRET When Kimahri faces off against Biran and Enke, be sure to use Lancet. You can learn most of your Rage Overdrive spells from these two hostile Ronso.

BATTLE SYSTEM

AEONS

So I actually get to control Ifrit, Shiva and the rest of the crew?
Right. Summon spells are no longer just one-shot, effects-laden superpowerful spells. Now they function like actual characters, each with its own full set of moves. "Up until now, summons were regarded as a special kind of magic," says Tsuchida. "In FFX, summoners and their Aeons play such an important role in the scenario that I wanted the battles to reflect this as well."

How does this work?
Just like it does with any other ally. When it's Yuna's turn, you summon your Aeon, and you can also recall it at will. You can swap in and out any and all Aeons whenever you choose.

Anything else new?
Well, every Aeon has its own Overdrive—something that plays a major role in boss battles. You can also raise the Aeons' stats using various items.

FIVE QUESTIONS WITH... YOSHINORI KITASE

Final Fantasy X's director

1. What do you want the hardcore gamer to take away from playing FFX? And what about the casual gamer?
I hope the hardcore gamer will appreciate the tactical battles and gameplay extras, while the casual gamer will enjoy the story. However, we tried to ensure that all gamers could enjoy every feature in FFX. Unlike movies, games feature lots of different elements that vie for the player's attention. Gamers are free to focus on what they like, to some extent. Our job as developers is to give players that freedom.

2. You've redesigned the battle system, but you continue to use random battles. Will you ever do away with them?
We talk about changing it every time, but we were forced to use random battles again due to time constraints. For FFX, implementing seamless boss battles took nearly two years; making the transition between field and battles seamless would have taken two more. Also, since this was our first experience with the PS2, we didn't want to take too many chances. Once we become more familiar with developing for the PS2, we might take up that challenge.

3. What would you say to someone who hasn't had any interest in the Final Fantasy series to get them to play FFX?
I'd tell them about the story element of the game, I suppose. I think FFX can appeal to anyone who enjoys a good story on TV or at the movies. Once, I showed FFVII to my father, when he was 70. He said, "Why aren't they talking? Why do messages keep popping up and disappearing? I don't know what the heck's going on." Game concepts and features that are simple to avid gamers can be pretty confusing to those who aren't used to games. I think the player needed some knowledge of such conventions to enjoy past titles. I believe FFX, having shed many of those conventions, has managed to overcome these limitations.

4. FFX was originally supposed to have online components. Were you disappointed that this never happened?
I have no regrets. As I said earlier, it's impossible to take up too many new challenges at once. Actually, though, the equipment customization system is one relic of FFX's online plans. Our original intent was to let players upgrade their weapons and buy or sell them online.

5. Name your top five influences.
1) *Star Wars: A New Hope*
2) *Star Wars: The Empire Strikes Back*
3) *Star Wars: Return of the Jedi*
4) *Star Wars: The Phantom Menace*
5) *Star Wars: Attack of the Clones*

OVERDRIVES

Haven't we seen this before? Limit Breaks, anyone? Trance mode?
Yep. Fill up a meter and you can unleash a special attack that's triggered using real-time commands.

But I thought they were redoing the whole battle system.
Yeah, OK, but some things work, so you stick with 'em. "Although I discontinued the ATB system," Tsuchida says, "I knew I wanted to incorporate some kind of real-time command that affected battles; it had to be something fun and exciting. I decided each character should have a unique Overdrive that demonstrates his or her personality."

So is there anything different about Overdrives?
Two things. First, you can charge up your meter in a wide variety of ways, as each character learns new Overdrive modes throughout the game. For example, you can have Tidus's meter charge up based on the damage he doles out, Yuna's meter charge every time she heals someone, Wakka's meter charge each time he vanquishes a foe, and Kimahri's meter charge whenever his allies take damage. Second, you won't be punished too harshly for screwing up your Overdrive command. "I made sure that even if the player failed at an Overdrive command, the result wouldn't be any weaker than a regular attack," Tsuchida says.

Tidus
Stop the meter at the right moment to activate a powerful physical attack.

Yuna
No button-pressing here. Just summon an Aeon with a full Overdrive meter.

Wakka
Line up the slots to trigger your special attacks. Just like in Vegas, baby!

Lulu
Twirl the right analog stick to increase the number of times you cast a spell.

Kimahri
Learn skills from your foes, then use them against other enemies.

Auron
Simon Says-style button taps unleash Auron's incredible Overdrive attacks.

Rikku
Mix any two items together to create a strong attack or a healing effect.

DID YOU KNOW? That FFX has no overworld map? "The discrepancy between realistically proportioned characters and the scale of the world map became too blatant," says FFX director Yoshinori Kitase. "With super-deformed characters it looks all right, but with more realistic characters it becomes jarring. In FFVIII, Squall looked awkward towering over the city of Galbadia on the world map. With FFX, we really wanted to draw the players into the story, even if it meant sacrificing traditional game concepts like the world map."

QUOTES

> While I'm not a huge fan of Final Fantasy, I've always followed the series because visually it has been innovative almost from the start. I think in the U.S. especially, FFVII affected ALL companies involved with RPGs. They owe a huge debt to Square's visuals and Sony's marketing because that RPG, more than any other, blew the console RPG market wide open in the U.S.

Victor Ireland, president, Working Designs

GRAPHICS

You just can't please everyone.

Sure, the past three Final Fantasies were among the best-looking games on the PS one, but they all featured CG graphics, with only the characters rendered in real time. And for some hardcore types, that's tantamount to "cheating." After all, anyone can draw pretty backgrounds, but you need serious skills to create an entire world with 3D polygons.

Right. Most of you couldn't care less. If it looks great, then that's just fine.

Well, even if CG graphics are OK with you, it was no longer good enough for Square. At least not for its flagship franchise. So for FFX, Square finally introduced full-time real-time graphics, with only the occasional CG backdrop in very limited areas.

So what's that mean? For most of us, not much, as the game once again looks great. But for Square, real-time graphics helped them create a cleaner, more consistent world. "The presentation has really improved," says director Yoshinori Kitase. "With prerendered graphics, almost everything is decided in the initial planning stages. Once the CG images are created, they're pretty difficult to modify. It may seem easy, but with prerendered graphics, even slightly adjusting the camera angle results in massive change. On the other hand, real-time graphics are easy to modify, so we can get quick feedback on graphics and camera work and adjust them accordingly. All this has helped improve the quality of the game's visuals."

As Kitase suggested, one advantage of real-time graphics is having full control over the game's camera. Since everything is built on the fly using polygons, you can change the camera angle, zoom in and out, and focus on anything you want. "Being able to utilize the camera effectively for presentation was definitely a plus," says Yusuke Naora, FFX's art director.

But wait—didn't we just say that you can control the camera when using real-time graphics? But, uh, you don't actually control the camera at any time in FFX. What gives?

"FFX doesn't really emphasize search-and-find elements, so I decided to focus on making the presentation more dramatic," Naora explains. "I didn't want the players to experience motion sickness by having the camera follow the characters. Personally, I get sick easily."

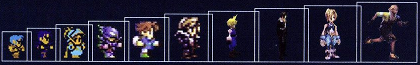
Which is just fine with us. When used well, an active camera can add to a scene's drama or help focus the player on the right pathways. Plus, FFX is a very linear game, with limited opportunity for open exploration. Hence, there's not much need to be fiddling with a camera.

To further boost the realism in FFX, Square used an impressive amount of motion-capture. Every movement, from passing gestures to wild gesticulations, is now much more lifelike. Of course, mo-cap isn't new to the game industry, but it's never been used so effectively in an RPG. "We have been using motion-capture since FFVIII," says Hiroshi Kuwabara, FFX's movie director. "We didn't use it much in FFIX because the characters were superdeformed. But with FFX we used motion-capture almost all the time to make the characters seem real."

So what else has been improved? "We have a higher definition in the battle scenes, with smoother movement and facial expressions for the characters," Kuwabara says. "Also, we can transition between real time and the FMV smoothly now."

Yes, there's still full-motion video—about 45 minutes of it. And thanks to the PS2, these cinemas look better than ever. "A CG movie is composed of a tremendous amount of data, but in the past, limitations on resolutions and compression rates stopped us from presenting its full potential," Kuwabara says. "I am satisfied with the CG quality we achieved in FFX."

As real-time graphics continue to evolve, though, will we ever see an end to Final Fantasy's fantastic FMV cinemas? Eventually, maybe—when the technology is advanced enough to do it all in real time. "But as long as CG movies can provide better renditions of the story than real-time graphics, I doubt they'll completely disappear," Kuwabara says.



From simple sprites to complex polygonal models, FF's characters have come a long way indeed.

FIVE QUESTIONS WITH... TETSUYA NOMURA

Final Fantasy X's character designer

1. Were the characters designed around the story? Did your designs influence the story?
The character design was completed before the scenario was finalized, so I'm not sure if it had any influence over the story. However, I did pay closer attention to the scenario writer's ideas than ever before.

2. Did the Japanese voice-actors affect your character designs?
Not really, because we picked the voice-actors based on the character design. The voice actor for Rikku had dimples, so the producer later asked me to incorporate that into the design, but that was about it.

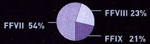
3. Did you struggle with any particular details of your characters?
I had a difficult time finalizing the color of their hair. I considered brown or silver for Tidus, and Yuna went from black to the color it is now. I thought about changing Yuna's hairstyle, but by that point, it was too late.

4. What are some unique details of your characters that people might overlook?
People might overlook Rikku's dimples. But it's not little aspects of the characters that I'm proud of—it's the staff members who were able to breathe life into these characters.

5. How closely do your concept sketches match up with the in-game models?
Actually, I think that the models versus my original illustrations look a lot cooler and much better. With FFVII, VIII and now X, every time I create a new set of characters I feel as if I'm pushing myself forward, but at the same time the models that have been made are pushing themselves forward too.

GAMERS.COM POLL

Which of the PS one Final Fantasy games is your favorite?



TOP SECRET Each character has an ultimate weapon that allows him to inflict more than 9999 of damage. But it's far too complex to tell you how to find them in this small space. Be sure to check out next month's issue for the lowdown on how to obtain these weapons.

HOW TO TALK "FINAL FANTASY"

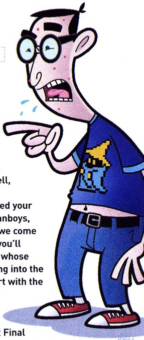


Illustration by Mike Krahulik

So you're at your local game store, waiting in line to pick up your copy of FFX, and the guy in front of you asks, "What's your favorite Final Fantasy?"

FFIX, you reply, without a thought.

A hush descends in the store. The clerk glares at you, and the pimply faced chap in front of you sniffs and turns away. You've been dismissed. You're just not, well, hardcore enough.

Look, in a perfect world you'd be allowed your opinions. But among the superhardcore fanboys, there are all kinds of rules. That's where we come in. Just memorize our handy primer and you'll never again be embarrassed by someone whose idea of getting his own place means moving into the basement of his parents' house. We'll start with the most obvious yet important point...

"What's your favorite Final Fantasy?"
FFIX may very well be the best of the past Final Fantasies—but, no, you're not allowed to say that. Here's the basic rule: the older the game, the more you like it. Now, you'll do just fine saying FFVI is your fave. But you're more hardcore than that, right? Try this line out: "While FFVI is clearly the best overall, I really enjoyed FFIV the most. But, of course, everyone knows that FFV had the greatest battle system, which makes it the best pure *game* of the series."

"Who's your favorite Cid?"
A major recurring character, Cid has appeared in every Final Fantasy since II, but he was playable only in IV and VII. So what's the answer? FFIV, natch, followed by FFVII. Try this line out: "I loved that bitter, chain-smoking, foul-mouthed Cid Highwind from VII, but nothing beats out that irritable rascal of an airship engineer from FFIV." Oh, bonus points for naming FFIX's Regent Cid as the lamest of the bunch; he spent most of that game as a cockroach-like Oglop, after all. Yuck.

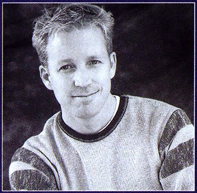
"Things have gone south since Tetsuya Nomura stepped up."
Here, and only here, is where you can cite FFIX as a brilliant return to the "old school." See, FFVII, VIII and X had Nomura as the character designer, while the rest of the series had Yoshitaka Amano, a veritable anime god, in that position. Now, aside from the fact that his character design seems locked in an '80s time loop, Nomura has done a fine job in taking the series in a more realistic direction. But remember that first rule: Older is better. Hence, the Amano worship and the Nomura bashing.

"The coolest enemy ever..."
No, it's not the Four Fiends. Nor is it Zeromus. And those more recent baddies, like Kuja, Ultimecia or Sephiroth? All laughable compared with the delightfully odious Gilgamesh from FFV. Say it with us: "Sure, he wasn't the true big boss baddie of the bunch, but he overcomes his second-tier status with an evil panache that surpasses even Kefka's delightful amorality."

"Red, White, Blue or Black?"
Favorite color? Not by a longshot. We're talking about types of magic here. So how to answer? By using FFV as an example. Check out this line: "I started off as a Red mage, then switched to Black, then White. Next, I made him Bare, with a full slate of White and Black magic to play with. Blue magic is useless."

"So what soundtracks do you own?"
All of them? No? OK, if you want big-time props, you're gonna have to pick some up. And get the composer's name right, too: It's Nobuo Uematsu. Extra points for owning *FF Mix*, a compilation of unreleased tracks, arrangements and remixes from early Final Fantasies, with the brilliant "Mambo de Chocobo" as the highlight.

TAYLOR-MADE TIDUS



You probably don't know his name, but you've surely heard James Arnold Taylor's voice. The actor who plays Tidus has lent his talents to numerous cartoons, commercials and even other video games. But he's best known these days as the anonymous but ubiquitous voice behind those MovieFone promos. No, he's not the guy who says, "Welcome to MovieFone." Rather, he's that sometimes-too-enthusiastic announcer who's always ready to tell you just how good any given movie is. For a quick look at his entire résumé, check out www.jamesarnoldtaylor.com.

When you started on FFX, were you given the full script, or were you given it in pieces?
The first day that I went in, the producer gave me, like, this phone book, and said, "OK, this is part one." [laughs] He gave me an outline of the story, but I learned it as I went along on a day-to-day basis. I did it essentially line-by-line, and then from there I got to learn the story.

Is that a tough way to work?
In some cases it would be bad, but for this I think it really helped because Tidus, in the beginning of the game—well, you really think he's just kind of a "dude." So that's how I played it. And then as he learned more, I learned more, and so my excitement about where the story was going, where the character was going, I think came through in that. So it really helped.

What are your perceptions of Tidus and how did you portray that through your voice-acting?
I think the most important thing was showing that I had as good hair as Tidus. He's got some crazy hair, man!

It's a staple of Nomura's character designs, that bad hair...er, good hair...
I guess it's so he can wake up ready to go. That was the main perception—making sure I could get my hair to be as good as his. Uh, no...actually, I think that he's an angry young man because he has father issues. I actually have a similar past, coming from a split family. He's always trying to prove himself to everyone, but really what he's just trying to do is get the approval of his father. I tried to take that frustration and that fire in him and put it toward the character.

How did you convey that in your performance?
That's a good question, man. I have no idea! I think the best part about this is that I was able to use my own voice. A lot of times I'm doing other people's voices—I'm doing impressions or voice-doubling. With Tidus I got to do my own voice, and there's different realms of it. There are portions of the game when there's narration from Tidus, but he's older. And so I used a much deeper and controlled voice. But the "current" Tidus is this young, energetic guy. I pulled a lot of that from my nephew, who's a big gamer. He's a 12-year-old kid and he's got a lot of energy. I pulled the character and the voice development from him. I ripped off my nephew!

How do you research a role like this? It's so different from other parts. Or is it?
It's totally different. What you have to do is go to Zanarkand, and you become a champion blitzball player...

Was that difficult?
It's tough to get airfare to there right now.

You have voice control, but do you have breath control? Because some of those blitzball players can spend hours underwater...
That is not easy. The training alone took months.

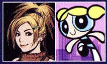
What do you want players to take away from your performance? What lasting impression do you want to leave them about Tidus?
That I look good in yellow.

You better, if you've got to wear it every day!
Actually, I would hope that they would just look at Tidus on his own and not think of it as somebody doing a voice for it. That he is his own character. That he's really trying to do his best no matter what. And that he is a good guy.

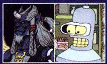
For even more of our candid conversation with Taylor, check out Gamers.com later this month.

James Arnold Taylor isn't the only established voice-actor in FFX. In fact, several cast members have worked on some pretty big shows. Below are four others whose voices you might recognize.

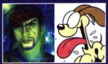
Hedy Burress
After starring in the 1996 sitcom *Boston Common*, Hedy went topless in the movie *Foxfire*.



Tara Strong
You might already be familiar with Tara's too-cute voice as Bubbles in the *Powerpuff Girls*.



John Di Maggio
Taking a break from Bender in *Futurama*, John lent his voice to both Wakka and Kimahri.



Gregg Berger
Gregg's tough-talking, hard-drinking Jecht is obviously inspired by his turn as Odie.

SHINFUL When news of FFX first leaked out of Japan, the main antagonist's "name" was initially mistranslated as "Shin." Not quite as malevolent as Sin, huh?

CAMEOS Kingdom Hearts, a Disney/Square RPG, will feature cameos from FFX's Tidus and Wakka, along with FFVIII's Selphie. Tetsuya Nomura is the producer of the game, which is due out in fall 2002.

PlayStation®2

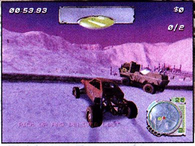
000 010 020 030 040

SMUGGLER'S RUN 2

HOSTILE TERRITORY

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

Out Now



WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN2

Deliver the goods through mine fields, avalanches and enemy crossfire!

Fully integrated plot increases the adrenaline and ups the stakes

Race anywhere across the world's most dangerous territories

All new mission types including helicopter drop offs!

Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

blueprint KMS 430 WEST

Soundtrack provided by James Ruskin, 430 West Records and Kevin Saunderson

TEEN T CONTENT RATED BY ESRB Violence

"PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Angel Studios and the Angel Studios logo are trademarks of Angel Studios. Rockstar Games and the Rockstar Games logo are trademarks of Take-Two Interactive Software, Inc. Copyright 2001 All rights reserved. Buggy Image ©Jim Sugar Photography/CORBIS. All other logos are properties of their respective owners.

Angel STUDIOS

MUSIC

Once again, FFX features a theme song sung by a popular Japanese musician. This time, Nobuo Uematsu picked a folk singer named Rikki. So why her? "The main reason is her beautiful singing voice," he says. "She has a big heart and great inner strength." In fact, Uematsu was so pleased with Rikki's voice that he refused to translate her song for the U.S. version of FFX. "Even though the American audience is not going to know what she is singing about," he says, "you guys should grasp the feelings and emotions she is trying to get across."

Buh-buh-BUH-buuuh-buuh-buh BUH-bu-buuuh. So goes the familiar fanfare that's accompanied just about every battle victory since the series started. And that's not the only holdover from the past games. In fact the entirety of the battle music is just a variation of the same theme used since the dawn of the series.

For some, this sense of aural continuity is comforting. Others wish they'd do away with that repetitive melody already. Heck, even composer Nobuo Uematsu agrees that scrapping the battle theme might be a good thing. "As long as it doesn't detract from the Final Fantasy world, I'd be willing to try something new," he told us.

But whatever your take on this great debate, almost all Final Fantasy fans agree that the series' music remains one of the highest points of the games. Just peek into the CD collection of any FF fanboy and you're bound to find at least a few imported soundtracks, along with remixes and other compilations of Uematsu's music.

As you'd expect, FFX's music continues to impress, elevating the drama and adding emotional depth to many of the key scenes. Once again, Uematsu's signature style is evident throughout, but with FFX you'll hear a few major differences in the soundtrack. The biggest change? A much wider variety of musical styles, from haunting choral numbers to a hard-rockin' death-metal tune to bouncy solo piano work. So why the new approach? "I figured that after 10 Final Fantasies, people would get bored with previous styles," Uematsu deadpans.

Uematsu doesn't deserve all the credit for FFX's soundtrack, though. "This time I had two young composers from SquareSound assist me," he says. One of them, Masashi Hamauzu, also scored Saga Frontier II's soundtrack, and his influence is clear throughout. The game's voiceovers also altered Uematsu's approach. "I was particularly careful to avoid adding music where dialogue was the main focus, and made sure some of the melodies didn't interfere with the dialogue," he says. "My job was made easier in the sense that I had fewer pieces to compose."

Which is another thing you'll notice about FFX's score: While the music is indeed more varied, there's less of it. Take FFIX, for example: Uematsu composed about 140 themes for that game. In FFX, he created about 40 themes, with another 40 or so coming from the other two composers. Which means you'll be hearing many of the same themes repeated more times than usual.

Despite the repetition, the music still adds a great deal to the Final Fantasy experience. So what's Uematsu's formula for creating such fantastic music? "Great game music shouldn't interfere with the gamer as he is playing," Uematsu explains. "It should pull the gamer emotionally into the world the game is trying to create."

FIVE QUESTIONS WITH... NOBUO UEMATSU

Final Fantasy X's sound and music producer

1. Do you compose using the game's script? Or do you work independently of the story?
On rare occasions I'll use a previously composed song that has nothing to do with the game. However, I normally begin once I get a rough scenario or a character design.

2. What's your favorite FFX piece?
My favorite is the piano solo that plays during the opening scene in Zanarkand. It was actually taken from a group of songs I'd written for a flute player, Kazunori Seo. It fit this scene in FFX perfectly. I think it's a memorable scene that suggests great drama to come, right from the outset of the game.

3. Did you do any research for your compositions in FFX?
Research, study, analysis—possibly the three things in the world I'm worst at. I just listen to the music I want, when I want.

4. What's the oddest thing that's happened while writing music for a Final Fantasy?
When development of the first Final Fantasy game was just about completed, the director, Mr. Sakaguchi, rushed into my room and said, "Please write a piece for this scene ASAP." I finished that song in about 10 minutes. It was the "Prelude" that's been used in every Final Fantasy installment since.

5. How is your beagle, Pao?
There's nothing more comforting than having Pao greet me at the door wagging his tail when I come home late. I believe that contact with animals really does help people work off stress. Would you like to see a picture of my Pao? Ahh...I really wish I could show you!

SOUNDTRACKS

FINAL FANTASY X
FINAL FANTASY X

As we've reported before, Tokyopop has released the official U.S. version of the FFX soundtrack, a 70-minute collection of all the major tunes from the game. Be sure to pick this up even if you're a casual fan of the game. Of course, hardcore fanboys already own the full import soundtrack, which was released in Japan months ago along with the game. The massive four-disc set contains all the music from FFX, but it's also more expensive: Most import shops sell it for around $40, compared with $15 for the Tokyopop version.

www.tokyopop.com www.gamemusic.com

CONTEST

PlayStation 2
FINAL FANTASY X

Wanna win some cool FFX stuff? 'Course you do! We've got five prize packages stuffed with an FFX game, T-shirt, lunchbox, poster, wallscroll, soundtrack and Bahamut action figure. Just answer the following three questions:

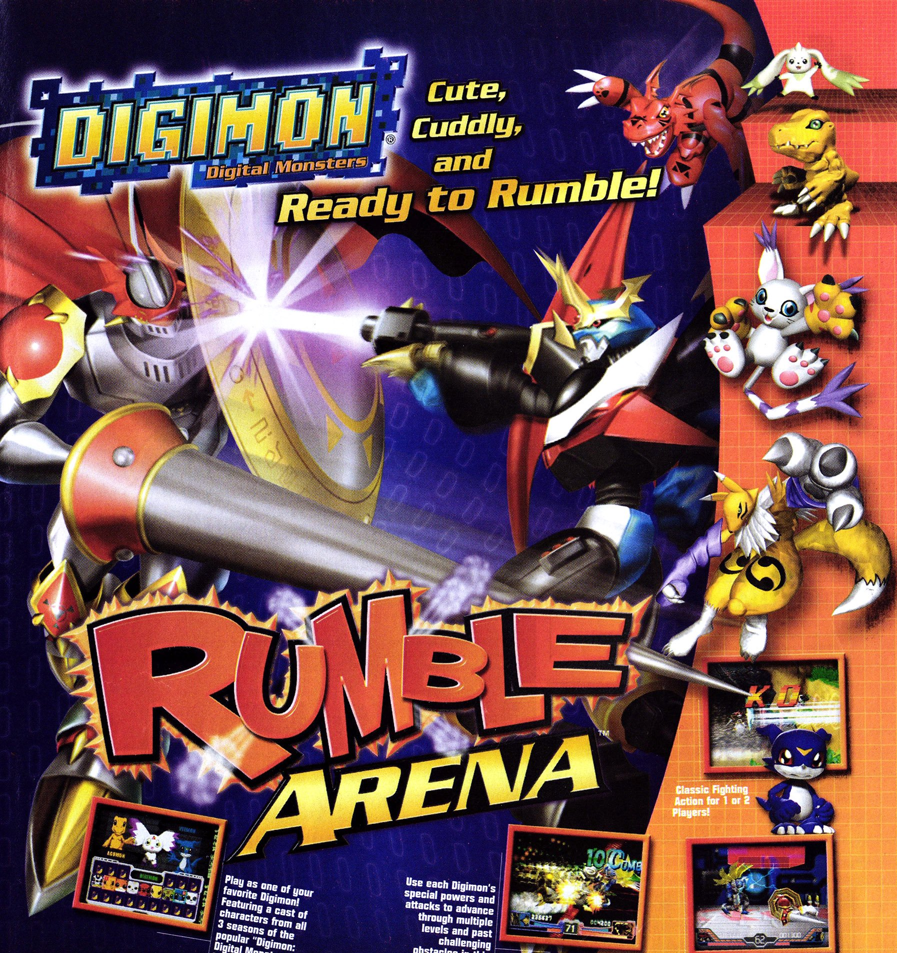
1. Why is Kimahri's horn broken?
2. Who is Rikku's father?
3. What does the shoopuf eat?

Send your answers on a standard postcard to:
OPM FFX Contest
P.O. Box 3338
Oak Brook, IL 60522-3338

(For the official contest rules, turn to page 26)

COOL STUFF Koto Inc. will be releasing a range of FFX merchandise, including action figures, plush toys, wall scrolls—and even the jewelry worn by Tidus and Yuna! Look for it in video game and comic book stores, or go to www.artfx-kotobukiya.com for more info.

DID YOU KNOW? That FFX composer Nobuo Uematsu is a self-taught musician with no formal training whatsoever?



Classic Fighting Action for 1 or 2 Players!

Play as one of your favorite Digimon! Featuring a cast of characters from all 3 seasons of the popular "Digimon: Digital Monsters" TV series!

Use each Digimon's special powers and attacks to advance through multiple levels and past challenging obstacles in this Digimon competition!

Surprising Mini Games Add to the Fun!

EVERYONE
E
CONTENT RATED BY ESRB
Violence

PlayStation

BANDAI

www.bandaigames.com

© Akiyoshi Hongo • Toei Animation, TM & © 2001 Bandai America Incorporated. All Rights Reserved. DIGIMON, DIGITAL MONSTERS, and all related logos, names, and distinctive likenesses thereof are the property of Bandai/Toei Animation. Used under license by Bandai America Incorporated. All Rights Revserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

GAMES REVIEWED

PS2 Games

Final Fantasy X 104
Airblade 106
Drakan: The Ancients' Gates 106
Grandia II 126
ESPN Winter X Games: Snowboarding 2002 106
Forever Kingdom 127
Frogger 127
Gitaroo-Man 128
Jade Cocoon 2 128
Jeremy McGrath Supercross World 126
Legends of Wrestling 124
MotoGP2 128
Namco Museum 130
NCAA March Madness 2002 130
Max Payne 132
NBA 2K2 132
NFL GameDay 2002 132
PaRappa the Rapper 2 132
Paris-Dakar Rally 134
Rez 134
Star Trek Voyager: Elite Force 134
Tsugunai: Atonement 136
Wave Rally 136
Wizardry: Tale of the Forsaken Land 138
World Tour Soccer 2002 136

PS one Games

Atari Anniversary Edition Redux 116
Harry Potter and the Sorcerer's Stone 118
Hoshigami: Ruining Blue Earth 116
IHRA Drag Racing 117
Mega Man x6 116
NBA Live 117
Putter Golf 117
Tennis 118

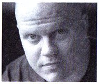
THE FINAL SCORE

●●●●●

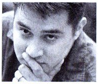
We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Meet the Critics

JOHN DAVISON
John's come out of the closet as a full-on *Trek* fan. He's also often unsure of what Todd's talking about. Pemmican?

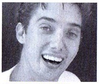


JOE RYBICKI
Max Payne has Joe talking like a 1940s gumshoe this deadline. That, and leaping majestically in slow motion. Weird.

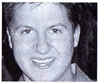


GARY STEINMAN
Gary's new motto? Sleep is good—but FFX is better. The ol' grump has also been chatting it up on AIM lately (OPMGary).

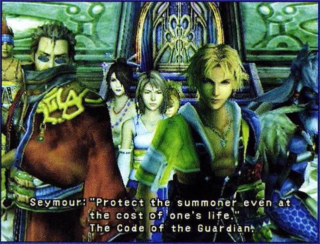
CHRIS BAKER
Namco Museum and Wizardry gave Chris (AIM: OPMcbake) a nice nostalgia rush. Too bad Frogger had to ruin things.

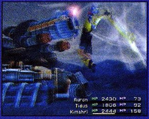


TODD ZUNIGA
Todd's new life can be boiled down to three things: trips to NYC, non-stop NBA 2K2 and lots of Pemmican.



SAM KENNEDY
After all the RPGs this holiday season, Sam's feeling a little RPG-ed out. He's just going to chill with Rez for a while.


Seymour: "Protect the summoner even at the cost of one's life." The Code of the Guardian.



FINAL FANTASY X

The ultimate role-playing *experience*

Publisher Square EA
Developer Square
Web Site www.playonline.com

People have been whispering it since Final Fantasy VI. They've been discussing it since FFVII. And with FFVIII, they shouted it from the hilltops.

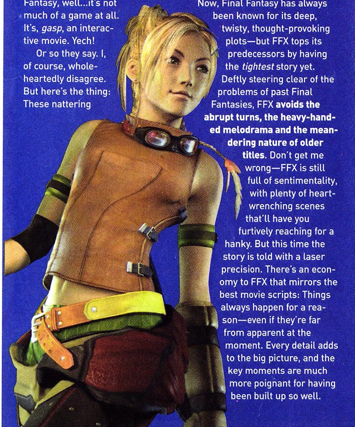
"Final Fantasy is no longer a legitimate RPG."

See, there's that little problem of the "G" in "RPG." Which, if you don't already know, stands for *game*. Yes, the series offers a cinematic experience unrivaled by anything on *any* system, with astounding visuals, epic stories, memorable characters and stirring music—but as a game, Final Fantasy, well...it's not much of a game at all. It's, *gasp*, an interactive movie. Yech!

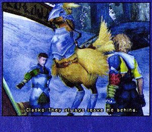
Or so they say. I, of course, wholeheartedly disagree. But here's the thing: These nattering naysayers are actually partly right. Final Fantasy has indeed become a Hollywood-level extravaganza, an event game, a big-time blockbuster that pushes far beyond the borders of its medium. And FFX is no exception. In fact, the latest in this series may represent **the ultimate evolution of the role-playing *game* to what can only be called a role-playing *experience***.

And that's just fine with me, because when it comes down to it, FFX is among the most entertaining overall experiences that I've ever had with a video game. Which is all that really counts.

At the heart of this incredible experience is FFX's fantastic story. Now, Final Fantasy has always been known for its deep, twisty, thought-provoking plots—but FFX tops its predecessors by having the *tightest* story yet. Deftly steering clear of the problems of past Final Fantasies, FFX **avoids the abrupt turns, the heavy-handed melodrama and the meandering nature of older titles**. Don't get me wrong—FFX is still full of sentimentality, with plenty of heart-wrenching scenes that'll have you furtively reaching for a hanky. But this time the story is told with a laser precision. There's an economy to FFX that mirrors the best movie scripts: Things always happen for a reason—even if they're far from apparent at the moment. Every detail adds to the big picture, and the key moments are much more poignant for having been built up so well.

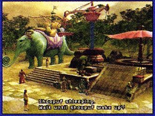


FFX also has **a remarkable cast that rivals even the fine ensemble of FFIX**. Foremost is Tidus. Yes, he's a jock—and therefore the bane of most gamers' high-school lives. But he's the "good kind of jock"—you know, the guy who sticks up for the hapless nerd who gets stuffed into too many gym lockers. He may be more athletically and charismatically endowed than you'll ever be—but don't hold that against him, because he really, really wants to do the right thing. Yet Tidus isn't just a stereotypical boy scout, as his youthful eagerness is tempered by a barely subdued anger bubbling just below the surface. Like all the major characters, Tidus is well-drawn and well-rounded, going far beyond the typical RPG archetypes. Tidus also continues to grow and change throughout the game—as do his friends—which further drew me in to his struggles, his world and the quest he's on.



All of this gets an extra breath of life thanks to the **excellent voice-acting**. Leading off the pack is James Arnold Taylor's spot-on portrayal of Tidus. Taylor finds that tricky balance between bright-eyed exuberance and existential fatigue, and he ably expresses this difficult mix throughout the game. His performance is matched by other top-quality portrayals that extend from the stars (my favorite being Tara Strong's utterly

Attack
Skill
Special
Commands
SUB
R2
Tidus HP 1147 MP 92
Yuna HP 1842 MP 224
Auron HP 2430 MP 73


Shoopuf shleeping.
Wait until shoopuf wake up?

OVERDRIVE
Attack
Skill
Special
Tidus HP 2856 MP 132
Wakka HP 3418 MP 150
Rikku HP 3036 MP 205

BLITZBALL

Leave it to Square to create a "minigame" that's more complicated than the actual game itself. Blitzball is a great idea—part sim, part action, part team management, with the option to recruit new teammates and play at any save point. But here's the thing: I just couldn't get into it. It didn't seem worth the time necessary to really master it. So what do you all think? Send me an e-mail at opm@ziffdavis.com (with the subject BLITZBALL), and let me know whether you think it's a high score or a flagrant foul.

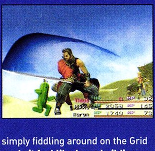
Technique: Wither Tackle 2
Tidus
Zamzi Ronso
TIME 00:28

adorable Rikku) all the way down to the bit parts. It's just too bad that Yuna's voice doesn't live up to the others—especially since she's the game's co-star. Voiced by actress Hedy Burress, Yuna speaks with a forced breathiness that never rings true. Even worse, her obnoxious overusage of the pregnant pause had me thinking that she graduated from the William Shatner School of Voice Acting—and has since gone on to be a tenured professor there. The other problem? At times it's too obvious that the U.S. voice-actors had to match their performances to the already-rendered on-screen action, creating scenes where the dramatic timing can be a bit off.

But these flaws stand out only because the game is such a dramatic masterpiece. As I said before, the story is the tightest one yet, with a clear focus and a well-constructed narrative arc. Along the way, you're treated to numerous stirring scenes, some rich with celebration, others fraught with peril, still others imbued with breathtaking beauty. Many scenes stand out, but one in particular comes to mind. It starts off early in the game, right after the major blitzball tourney, with an embarrassingly melodramatic sequence. Much later, though, the story returns to that moment via a flashback, and in the context of all the startling revelations, this once-cheesy moment is suddenly suffused with poignancy, dripping with nostalgic wistfulness. Wow. Now, that's an achievement. I mean, how many games have the sheer audacity to reach back into their own depths, pull out a wince-inducing scene, and then pull off the amazing feat of changing the very tone and relevance of that moment? That takes courage.

Which, of course, all adds up to one fine role-playing *experience*. But what of the gameplay? Well, despite being an "RPE," FFX still packs in more quality gameplay than most RPGs could ever *hope* for, with **the finest battle system yet for the series**. The all-new Conditional Turn-based Battle system injects a much-needed dose of strategy into the combat, forcing you to really think your way through some of the tough boss fights later in the game. Even better, you can now switch in any of your seven allies whenever you want—which you'll need to do in order to get through the game. These upgrades fix two of my biggest gripes with the series. First, you no longer have a cast of unused characters; you really do need to use everyone at all times. Second, the pacing of the battles is much better. The artificially induced panic of the constantly ticking clock from the old Active-Time Battle system is gone, replaced with the more relaxed but also more challenging CTB system. Routine fights go by quicker if you choose the right characters to square off against the right monsters. The boss battles are more complex. And combat is much more dramatic.

This CTB setup is perfectly complemented by FFX's innovative new Sphere Grid. Turning the notion of experience points on its ear, FFX offers a purely visual interface that you navigate using items gained primarily through battle. What's so brilliant about the Grid is that it offers an enticing illusion of free will. Each character starts off at a different point on the Grid, and as such is limited in his or her choices early on. Wakka, for example, is a heavyweight brawler, while Lulu is your black mage. But as you go on, you start to open up the Grid, unlocking all kinds of possibilities. Yet even during those early stages, the visual setup and the appeal of simply fiddling around on the Grid **made it feel like I was building up my characters from scratch** in the manner of my choosing—even though that's far from what was going on. As a longtime FF fan, I found the Grid to be the perfect balance between the free-form job system of FFV and the more regimented class systems of games like FFVI and FFIX.



As you'd expect, all of this can get quite complicated later in the game, but FFX eases you into the action with a gentle but extended learning curve. In fact, it wasn't until 18 hours in that I finally was able to customize my weapons—and that still wasn't the last new thing I learned. By the end of the game, hardcore players will be happily plumbing the depths of FFX, while more casual gamers will be ready and able to handle whatever's thrown at them.

Datto: We sure stood out, though!

The best Final Fantasy yet? Undoubtedly. I might have liked the cast of FFIX better. Other "more hardcore" types may still prefer FFV's battle system or FFVI's story. But as a whole, this one can't be beat. From the plot to the graphics to the unparalleled gameplay, FFX is light-years beyond anything else. Whether you see it as a role-playing *game* or a role-playing *experience*, FFX is one of the best overall experiences out there.

Final Score ●●●●●

Gary Steinman

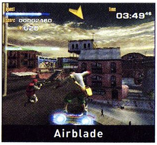
Players: 1
Memory Card: 64 KB

> **"Final Fantasy X is among the most entertaining overall experiences I've ever had with a video game."**

7 UNINTENTIONALLY CREEPY THOUGHTS I HAD WHILE PLAYING FFX

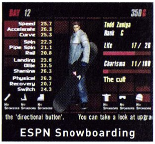
1. Yuna looks much better with her hair up than down.
2. Is Lulu popping out of her top?
3. Wow! Yuna's wearing my ideal wedding dress...short in the front, long in the back...
4. Rikku is really cute. She's officially cuter than Yuffie from FFVII.
5. I wonder who does Rikku's voice-acting. She must be hot.
6. So Rikku is an Al Bhed. I'd like to "Al Bhed" her!
7. I think I'm attracted to Tidus.

Airblade


Airblade

Drakan: The Ancients' Gates

ESPN Snowboarding



the 'directional button'. You can take a look at upgra

ESPN Snowboarding

Forever Kingdom

Forever Kingdom

Airblade

Publisher Namco
Developer Criterion Games
Web Site www.namco.com

Some folks with a *Back to the Future* fetish finally found their way into the game industry. Seems the hoverboard had quite an effect on them. Luckily they put their over-quoting and Michael J. Fox crush to good use. The result? The beautiful and challenging Airblade.

It's difficult to categorize this game. There's a storyline, a hoverboard, tricks, a surfer dude, a pony-tailed potty mouth, a ticking clock and the din-din-din of average-to-bad techno beats. The game that it most resembles? Dark Summit with a kiss on the cheek from Jet Grind Radio and a TrickStyle shoulder patch. Simple.

This game will make you angry. **This game will make you ooh and ahh over the gorgeous graphics.** This game will make you fight against The Man. And you'll love every minute of it. Every minute you're not cussing yourself hoarse.

While the game is well-done, it has flaws. Once on your board, there's no stopping. Instead, you'll repeatedly turn around while trying to get a bead on a hard-to-reach spot. Why doesn't the right analog stick let me look around? It'd be nice. Plus, **some of the early tasks are as hard as some of the most difficult tasks at the end of other games**. Give me a learning curve.

Ultimately, this game's got style. Give it a shot.

Final Score ●●●●
Todd Zuniga

TEEN
Players: 1-2
Memory Card: 49 KB

Drakan: The Ancients' Gates

Publisher Sony CEA
Developer Surreal
Web Site www.scea.com

In the interest of full disclosure, let me start by saying that I grew up on PC RPGs. Specifically, the Ultima games, which offered a coherent, linear story while making the player feel like he could spend all his time fulfilling side quests and exploring the world. (Sort of like GTA3, now that I think about it.) Don't get me wrong, I enjoy a console RPG every now and then; I'm no Final Fantasy hatah. But those stories always feel so constricting, so meticulously planned, that they lack some of the freedom that I enjoyed as a youth. Summoner came close, but failed in its execution. From what I've seen of Baldur's Gate: Dark Alliance, it also comes close, but perhaps lacks some of the depth and grandiosity in the story.

That's one of the reasons I like Drakan so much: **The game gives at least a fair illusion of freedom** by offering side-quests at nearly every turn, and offering you the chance to explore freely, even occasionally into areas populated by creatures far beyond your ability. But that's not the only reason.

The story itself is quite solid, hinting at epic mythologies and world-shaking events, and it's told through some excellent voice acting (though I have to say that I absolutely *hate* the voice of Arokh, your draconic companion).

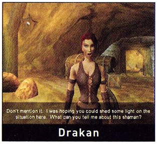
Oh yeah, and I haven't even mentioned the whole dragon-riding mechanic—it's fantastic! Certainly not perfect, especially when right near the ground, but the controls are solid and versatile, and the whole experience seems appropriately majestic. **It's exactly how I would have pictured dragon riding** back in my trashy fantasy-novel days. (Yes, I'm a geek. You're surprised?)

The game is far from perfect: **The combat can get fairly repetitious**; the enemies and dungeon environments don't seem terribly varied; the graphics can glitch up a bit; and the lip-syncing is the *worst* I've ever seen. But my old-school RPG itch has finally been scratched, and I can't help but want to keep playing.

Final Score ●●●●
Joe Rybicki

MATURE
Players: 1
Memory Card: 1.5 MB

Drakan


Don't mention it. I was hoping you could shed some light on the situation here. What can you tell me about this shaman?

Drakan

ESPN Winter X Games Snowboarding 2002

Publisher Konami
Developer Konami OSA Ltd.
Web Site www.konami.com

Maybe this will appeal to hardcore snowboarder types who use words like "gnarly" and "rad." But it doesn't appeal to me. When I've got the story-based Dark Summit or the trick-based SSX Tricky to spend my snowboarding time with, I'd rather not spend it pedaling through the myriad menu screens that muddle up this game.

What frustrates me is that I really want to like it. The Snowboarder mode is **one of the coolest career modes I've ever seen in a game**. You create a boarder, then start out small potatoes and build yourself up by entering competitions. Then, if you're real good-like, you enter bigger competitions. I think. Actually I don't know if you enter bigger and better competitions because the tricks are so limited that I may never find out. There are all kinds of trick competitions and I can't beat any of them with this **lame trick set**. I understand the simulation aspect and all. But tricks are fun. Let me do them. Let me do crazy things I've only dreamed of while on my couch.

Plus, the turning radius is ridiculous. Is this what real snowboarding is like? Because if it is, I don't want any part of it. This one's deep, but flawed. Try renting it and see if you agree.

Final Score ●●●
Todd Zuniga

TEEN
Players: 1-2
Memory Card: 241 KB

Forever Kingdom

Publisher Agetec
Developer From Software
Web Site www.agetec.com

I see what From was trying to do here. I can understand that they wanted to make some significant changes to the gameplay of Evergrace, which fell a bit flat.

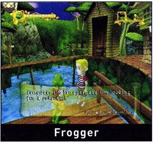
What I fail to understand is why no one thought these changes through—why **no one considered the adverse effect these changes would have on gameplay**. The biggest deal is the new three-character party. Having a party in which the player can switch between each member on the fly makes a great deal of sense. But having those three characters share a single pool of hit points makes no sense whatsoever; it gives you **all the aggravations inherent in a party system without any of the benefits**—or, to look at it another way, it gives you all the aggravations of a single-character system without any of *those* benefits.

To be fair, the multiple-character combos are a nice touch, but the execution is so poor as to make it a moot point.

And before I let you go, I would be remiss if I did not mention the godawful racket that passes for music in this game. What in the name of all that is holy *is* that?! It sounds as if three different orchestras are playing three different themes simultaneously. It's yet another annoyance in an overall annoying game.

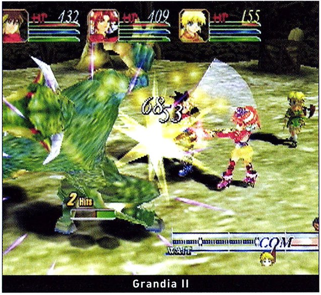
Final Score ●◐
Joe Rybicki

TEEN
Players: 1
Memory Card: 59 KB



Frogger

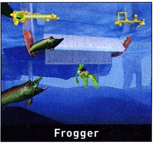
Gitaroo-Man



Grandia II

Dracs are the best. If you wanna be the best BeastHunter, master the Dracs.

Jade Cocoon 2



Frogger

Gitaroo-Man

Jade Cocoon 2

Frogger: The Great Quest

Publisher Konami
Developer Papa Yeti
Web Site www.konami.com

Based on the screens you see here, you, like me, might initially be duped into thinking a fun, if non-innovative, platformer awaits with Frogger: The Great Quest. Well, you'd be half right. Sure, it boasts some nice-looking character models (I love the "no trucks" logo on our amphibious hero's shirt), but **I can't remember a more boring example of the game's genre in years**.

As you run, jump and swim through each level, you basically just find yourself trying to collect as many coins as possible, which proves harder than it sounds due to the horribly imprecise controls. Occasionally, a mosquito, goblin or rogue fish might attack—just dispose of them via equally inaccurate Spit Frog Goobers (yep, projectile phlegm) or with Frogger's new kung-fu action grip. It all happens in **levels designed so poorly, I had a hard time figuring out where to go next**—not the best idea for what's essentially a kid game.

But if The Great Quest's gameplay fails, perhaps you might think its narrative picks up some slack. I won't comment. Just take in this exchange and make your own decision: "Do you know a princess?" asks the annoying-voiced Frogger to a local boy. The kid's response: "Forget it, I'm no encyclopedia."

Final Score ●◖
Chris Baker

Players: 1
Memory Card: 300 KB

Gitaroo-Man

Publisher Koei
Developer 326
Web Site www.agetec.com

Man, do my hands hurt! Gitaroo-Man keeps your fingers moving frantically, and after long sessions of action you can seriously feel the pain. But I guess that's the sign of a fun game, because **no matter how cramped my hands got, I didn't want to stop playing**.

Like the other great music games out there, what really makes Gitaroo so cool is its killer soundtrack (the catchy, varied styles of guitar rock will have you tapping your feet along). That, and the great gameplay, which features a unique spin on the whole "press the right button along with the music" principle that most of these games employ. The whole fighting-game theme also adds a whole new dimension to gameplay and keeps you in a constant state of tension.

Gitaroo also has super-cool visuals. **I love the art style, and the in-game graphics are really impressive** (much better than PaRappa 2's, that's for sure). Unfortunately, since they're so cool to look at, often the button commands you're supposed to spot can get lost in the action.

And while Gitaroo doesn't have much in the way of replayability, its multiplayer Versus mode is a terrific effort. As a game to pick up here and there just to jam through, Gitaroo couldn't rock any harder.

Final Score ●●●◖
Sam Kennedy

Players: 1-4
Memory Card: 256 KB

Grandia II

Publisher Ubi Soft
Developer Team Rocket
Web Site www.ubisoft.com

Like most of the other RPGs from Game Arts (the Lunar folks), Grandia II is an absolutely wonderful adventure that delivers on so many levels. There's just so much to love about this game. The story is great, with some of the best dialogue I've ever read in an RPG (the main character Ryudo has a wonderfully sarcastic tone and dishes out some killer wisecracks). And even the English-dubbed voices are pleasant (the voice talent matches each character quite well). Then there are things like the music, which rocks, and the battles, which are always involving (**Grandia II's battle system is actually one of my favorites ever**), just top it off.

Unfortunately, all this good stuff can't cover up for this game's one major flaw: It's a port. And a bad one at that. We were admittedly quite hyped for the game based on the assumption that all of the graphical problems present in the preview version would be fixed up for its release—unfortunately, they weren't. To put it bluntly, **this game's graphics are a mess**. Not only are lots of the images all grainy and pixelated, but there are sequences that are overrun with flickering shadows and textures, not to mention choppy camera pans. Even the spell effects get messed up from time to time. It's unfortunate too, because there are moments when the game looks solid, but other times ruin it.

There are three things I blame for this: First, Game Arts was admittedly rushed to finish the game. Second, most of the actual coding was farmed out to an external Korean developer—never a good sign. And third, just like the original PS one Grandia, because **it's a port from an inherently different hardware**, it's bound to cause problems. Game Arts should have budgeted time to modify the game to actually maximize the PS2's hardware, not just cram its processors with foreign data and hope for the best.

If you can overlook the graphical problems though, Grandia II on the PS2 is still a great RPG. It's just not the stellar game it should have been. Or even once was.

Final Score ●●●◖
Sam Kennedy

Players: 1
Memory Card: 64 KB

Jade Cocoon 2

Publisher Ubi Soft
Developer Genki
Web Site www.ubisoft.com

Jade Cocoon 2 won't win any awards for being a deep, meaningful RPG. But it is a solid adventure that'll please fans of other creature-catching games like Monster Rancher, Digimon or Pokémon.

The story kicks off in familiar territory for the genre with a young boy taking his first steps to become a master of monsters (in this case, a legendary Beast Hunter). Faster than you can say Pikachu, it **takes a refreshing leap into uncharted territory**, leaving you possessed by an evil spirit, sporting a dragon tail, and being hunted by the very hunters you're trying to join. Life sucks, don't it?

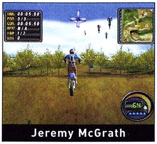
Despite the engaging storyline, JC2 is hindered by repetitive gameplay. Most of the time is spent wandering through large, maze-like forests, battling a few monsters and Beast Hunters until you find the key that gives you access to the next area. That's about it. The paths in each successive forest get more complex, but **once you've seen the first area, it doesn't get radically different**. Its saving grace is that the environments look amazing and are filled with so much plant life that it's easy to turn a corner and run into an enemy you didn't notice. The rest of the game's visuals aren't too shabby either, with great anime-style character designs and evil-looking beasties.

Visuals and story aside, **the best part of JC2 is its unique battle system**. You surround yourself with monsters you've caught or bought and place them in a circle around you based on their elemental strengths. Depending which element is in front, you can attack, defend or heal. Although it has a good amount of strategy, it unfortunately lacks the ability to let you decide which attacks are used on specific members of the enemy's party. You just send your front line into battle and hope they use an attack to do some damage.

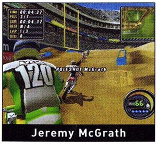
For a creature-catcher, Jade is plenty fun. The repetitive environments drag it down a bit, but that's far from a fatal blow, overshadowed by its story, strategic battle system and graphic style.

Final Score ●●●◖
Chris Johnston

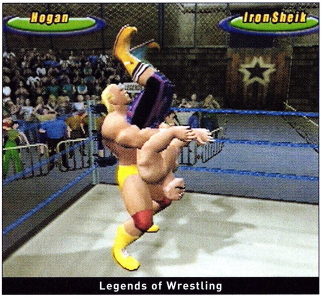
Players: 1
Memory Card: 703 KB



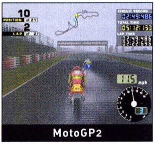
Jeremy McGrath



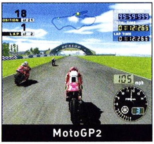
Jeremy McGrath



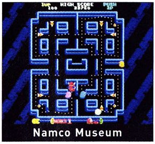
Legends of Wrestling



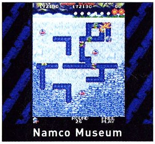
MotoGP2



MotoGP2



Namco Museum



Namco Museum

Jeremy McGrath Supercross World

Publisher Acclaim
Developer Acclaim Salt Lake
Web Site www.acclaim.com

So there I was, feeling all nice and comfy in the lead in a Supercross World race when—boom!—I fell off my bike. "Did I just miss something?" I asked myself. "I don't *think* I hit anything, but I'll give the game the benefit of the doubt." And I did—that is, until the same thing happened a lap later. And then again a third time. I wound up finishing last, not because I deserved it, but due to some horrible collision detection—sadly, just one of many faults in the game.

Right away you'll notice **some of the most plain-looking graphics yet seen on the PS2**. Remember how earlier motocross games like MX 2002 and MX Rider had some really lifelike dirt or mud spit up behind them? Here we get what more closely resembles pathetic-looking smoke. Meanwhile, your rider (who sports your name on the lineup, but a pro's name on his uniform in Career mode) often stays so stiff you have to once again hit the dirt to remind yourself he can move. Don't expect an accurate *depiction* of movement, however, as **poor physics dominate a lousy game** whose only positives include ATV Offroad Fury-like wide-open (yet still plain) racing environments, plus the ability to build your rider's stats. But poor execution negates cool features any day.

Final Score ●
Chris Baker

Players: 1-2
Memory Card: 65 KB

Legends of Wrestling

Publisher Acclaim
Developer Acclaim Salt Lake
Web Site www.acclaim.com

When it comes to great concepts for games, few touch my nostalgia bone like Legends of Wrestling. Like it was yesterday, I remember being near tears while watching Hulk Hogan flop on the mat like he'd been lobotomized (fine, *yes,* I was rewatching *Wrestlemania III* yesterday). Still, my youth was defined by Koko B. Ware elbow drops, an unabashed hatred for a man called the Iron Sheik, and the hope that *Saturday Night Live* would be pre-empted by the WWF. Ridiculous, I'll admit. But wrestling was pure then (in my day).

So, making this game seems like a brilliant call by Acclaim. The people who played Atari now have PS2s. The smart ones, at least. And why not drum up old memories and put them in a game?

Maybe this is why: Because **the game is slow, boring and features less moves from 1989 and more moves from last week's *WWF Raw*** (there weren't chokeslams back then! The Hogan leg drop was the raciest move going in the heyday).

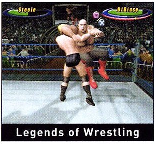
It's not that I hate this game. My heart tells me to like it. It has Ricky "The Dragon" Steamboat, for the love of God! But the $50 in your wallet tells me to hate it, and hate it in such a way that you know that you should only risk renting it. Renting it is fine. You *should* rent it. And then, if you earned a degree in law instead of gardening, you can afford it along with WWF SmackDown! Just Bring It.

The issues are these: **The game is very mechanical**. Grab a guy, wait three seconds, perform a move. Grab a guy, wait three seconds, perform (likely) the same move. It's much different than Acclaim's earlier wrestling games, thankfully, but it's just not tight enough. And **it's so...painfully... slow**. There are really nice strings of moves and counters, but they'll put you to sleep before the sleeper move does. Plus, the Create-A-Wrestler is sadder than a wrestling legend bagging groceries at the local Winn-Dixie.

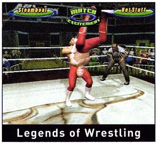
If you pronounce the word "wrestling" as "rasslin,'" then this game's for you. Otherwise, layeth the smacketh down, youngster.

Final Score ●●◖
Todd Zuniga

Players: 1-4
Memory Card: 266 KB



Legends of Wrestling



Legends of Wrestling

MotoGP2

Publisher Namco
Developer Namco
Web Site www.namco.com

Any issues that I have with MotoGP2 are pretty much identical to those I had with the original when it launched with the PS2. It's not that there's anything wrong with the game, it's that there's something wrong with me. Racing games are my favorites by far, but my brain is wired up to appreciate *car* racing rather than bike racing, and consequently whenever I race bikes in games, it takes me ages to adjust my sense of timing. I brake too late, I turn in too late, and I am unable to throw the bike around with the kind of abandon that's necessary.

As with MotoGP, **all the mechanics in GP2 are spot-on**. The tracks look great, if a little cartoony, and the bikes handle exactly the way that (I think) they ought to. There are loads of different bikes to choose from, and they are discernably different, even to a two-wheel-heathen like myself.

In terms of options, GP2 has them in droves. The arcade and Season modes are what you'd expect from a racing game, as is the time-trial setup. **I had a lot of fun working my way through the Gran Turismo license-style challenges** and it really helped me come to terms with the handling.

Bike nuts will love this. Me, I think it's neat, but I prefer four wheels.

Final Score ●●●●◖
John Davison

Players: 1-2
Memory Card: 73 KB

Namco Museum

Publisher Namco
Developer Namco
Web Site www.namco.com

I'm gonna go out on a limb here and guess that you didn't buy your PS2 to play games between 6 and 23 years old. But since you have one anyway, you owe it to yourself to pick up Namco Museum, **easily the best compilation of quality classics ever seen on a console**.

Start things off with the oldest of the bunch, Galaxian, then continue shooting it out in Galaga. Prepare to qualify in both Pole Positions, and terminate Pookas and Fygars in Dig Dug. And what would a Namco collection be without Pac-Man? Not only do we once again get to chomp up power pellets and ghosts in Pac-Man and Ms. Pac-Man, but Namco Museum also includes a couple of underappreciated Pac-gems: the 3D Pac-Mania and the Super NES's Pac-Attack, a Tetris-like puzzle game that makes you think in a totally *different* way than Tetris.

Namco Museum **also throws in the Arrangement versions of Pac-Man, Dig Dug and Galaga**, which you may have played in an arcade on a mid-'90s Namco Classic machine. Basically, they enhance the original versions, with 16-bit-style graphics as well as new play dynamics and more enemies.

I'd like to have seen a few more additions—especially the other Pac-games—but nothing beats the value of this $30 collection.

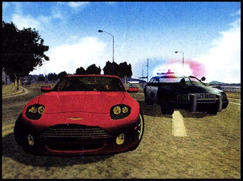
Final Score ●●●◖
Chris Baker

Players: 1-2
Memory Card: 61 KB

WWW.TDGAME.COM

Dangerous.

Defiant.



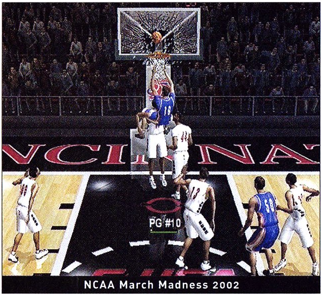
Illegal.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for Rating Information.

Test Drive® ©2001 Infogrames, Inc. All rights reserved. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are the property of their respective owners. Manufactured and marketed by Infogrames, Inc., New York, NY.

ATARI®



NCAA March Madness 2002

NCAA March Madness 2002

Publisher EA Sports
Developer NuFX
Web Site www.easports.com

If you're looking for a dominating basketball game on the PS2, this is the one—if by "the one" you mean the one that fails in many of the same ways NBA Live did. But not *all* the ways, which is March Madness' saving grace.

Here's a quick history of the MM series: It was great two years ago; last year it was rotten. This year the game isn't all that fun. I love college hoops, but **besides the crowd, and the improved camera, this game feels like Live**. Which I'm not fond of.

Make no mistake, it's heads and shoulders above 989 Sports' college hoops game, but that's like saying a hamburger is more edible than rancid, worm-covered meat.

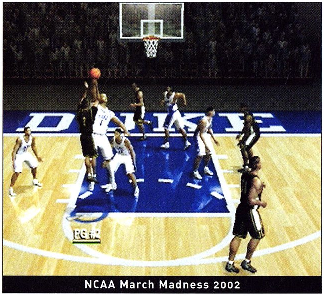
MM looks good. But the curse of the PS2 strikes with **more cut-scenes than gameplay**. When this game lets me grab rebounds instead of break backboards, I'll be happy. But thank goodness for the alley-oop button! I can play a whole game by only scoring on alley-oops. And win. Bad, bad.

There is a really well-done Create-A-School feature, but it's overshadowed by the lack of a Franchise mode. Without the threat of my star player being recruited to the NBA, there's less drama. Which is a metaphor for this entire game.

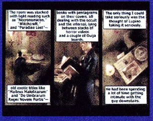
Final Score ●●●

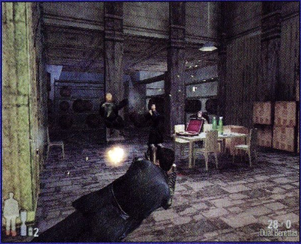
Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB **Players: 1-4**
Memory Card: 653 KB



NCAA March Madness 2002


The room was stacked with light reading such as "Necronomicon," "Witchcraft," and "Paradise Lost"—
books with pentagrams on their covers, all dealing with the occult and the infernal, lying between stacks of horror videos and a couple of Ouija boards.
The only thing I could take seriously was the thought of Lupino taking it seriously.
old exotic titles like "Malleus Maleficarum" and "De Umbrarum Regni Novem Portis"—
He had been spending a lot of time getting intimate with the guy downstairs.


2
28 0
Dual Berettas

MAX PAYNE

Grim, gruesome, gritty...and great

Publisher Rockstar
Developer Remedy/3D Realms
Web Site rockstargames.com

The television glare lit the room like some kind of bad dream, throwing the shadows of everyday objects into gruesome relief. Inside the box, violence sang to me its siren song. I was ready. Ready for anything. I was *Max Payne. Linked by a controller cord, we were joined by a common purpose. Blood brothers. I guided Max's steps through the sepulchral streets of New York, heaping regret on the heads of anyone who got in our way. Max was a vigilante, a post-modern avenging angel. I was his conscience. We both wanted blood.*

The word you're probably searching for right now is "overwrought." And Max Payne makes no attempt to hide its film-noir melodrama. The game revels in it, and if you ask me, it does a damn good job of it. But that's just one of the many ways in which Max Payne stands apart from your everyday shooter.

The big "gimmick" in the game is the use of Bullet Time: Hit a button and the action moves to slow motion as Max leaps to the side, drowning his enemies in a hail of gunfire. But it's hard to honestly call this a gimmick, because it's absolutely essential to succeeding in the game. This slow-motion effect gives you an edge over your enemies, allowing you to aim in real time while your targets move as though underwater. You might think such an unusual gameplay element would get old after awhile, but you'd be wrong. From start to finish—maybe 20 to 30 hours—the Bullet Time maintained its cool factor for me, partly because it's so crucial to doing well in the game, and partly because it just looks so friggin' neat.

> **"From start to finish, the Bullet Time maintained its cool factor for me."**

The story, and its development, are other areas in which Max Payne transcends the norm. The plot is gruesome, even disturbing: Drug addicts have slaughtered your wife and baby, and your mission is to punish every single person related to the drug trade. Along the way you'll face insane occultists, government conspiracies, and your own twisted hallucinations when your enemies get ahold of you and inject you with the very drug you're out to eradicate.

This story is told primarily through graphic novel-style storyboards, complete with solid voiceovers and that delightfully melodramatic detective-film writing. It's important to note, though, that the story is *very* adult, involving serious violence, drug use, sexual situations and more.

So, the basis of this game is in nearly every way exceptional: the story, the gameplay, the environments, the voiceover. Why then, you might ask, is it only getting a four out of five? The problems are technological. The framerate, for example, is fairly low and can get a bit choppy. The load times are pretty extensive, even just loading in the comic book-style storyboards. The controls are a bit twitchy; designed for the PC mouse/keyboard combination, they don't make the leap to the Dual Shock terribly well. And—possibly my biggest frustration—you can't skip through cinemas you've already seen, which is especially annoying if there's a cinema following a save point. Ugh.

But Max rocks hard enough to make these things easy to overlook. Check it out.

Final Score ●●●●

Joe Rybicki

MATURE M CONTENT RATED BY ESRB **Players: 1**
Memory Card: 212 KB

MIDWAY

FULLY LOADED!

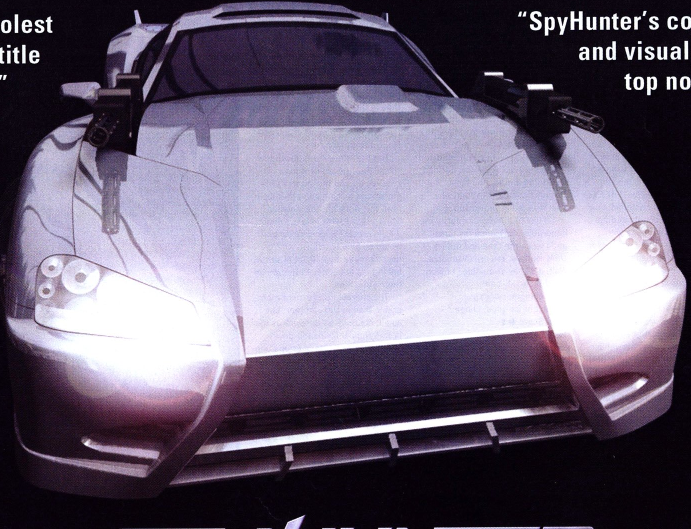
"The addition of 3D, off-road sequences and cool set-pieces make us even more excited about the Xbox version"
- Official Xbox Magazine

"Amazing speed, beautiful graphics and enough vehicular gadgetry to make any GameCube player drool"
- cube.ign.com

"Buy this one now."
-Electronic Gaming Monthly

"The coolest driving title around."
-PSE2

"SpyHunter's control and visuals are top notch."
- PSM



SPY HUNTER®

Top Secret Info at SpyHunter.midway.com

Prepare to be Hunted
MARCH 2002

NINTENDO GAMECUBE

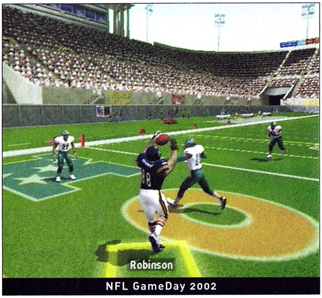
XBOX

AVAILABLE NOW
PlayStation®2

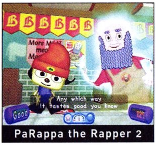
COMING THIS SUMMER
GAME BOY ADVANCE

TEEN
T
CONTENT RATED BY ESRB
Violence

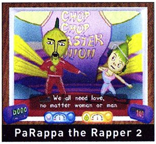
Spy Hunter © 2001 Midway Amusement Games, LLC. All rights reserved. SPY HUNTER, MIDWAY and the Midway logos are trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc. TM, ®, Game Boy Advance and the Nintendo GameCube logo are trademarks of Nintendo © 2001 Nintendo. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc.Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.



NFL GameDay 2002



PaRappa the Rapper 2



PaRappa the Rapper 2

NFL GameDay 2002

Publisher 989 Sports
Developer Killer Game
Web Site www.989sports.com

Dearest GameDay,

Just wanted to write a quick note to thank you for showing up last weekend. Even though I'll never play/see you again, I'm suffering from instant nostalgia. Like the John Lennon song, but different. Already I'm suffused with prized memories that I won't soon forget. All funnier than the last!

Hey, you remember when I said, "If authenticity is king, then you're a toothless jester exiled 6,000 miles away from the kingdom?" Boy, oh, boy, how we laughed at that one. Or how I laughed at you.

But that was just jibber-jabber. The best was when you came out really late for a football game, like three months after the season started, yet you still had **sloppily updated rosters**. Players like the Chicago Bears star rookie Anthony Thomas didn't even make the starting lineup because of your underachieving. That was the tops.

Oh, wait, I love this one: Do you recall naming "star players" for each NFL team, and calling out Denver Broncos offensive lineman Tom Nalen for being more of a star than super-studs Terrell Davis, Rod Smith or Brian Griese? I nearly lost my lunch over that one!

And then there were players who would make first downs three minutes into the game, but they'd do that ludicrous 1997 move where they'd "raise the roof." I suggested doing the Arsenio Hall arm-swing, but you didn't want to descend into '94. Good call, jive turkey!

Oh, GameDay, you're **the worst game the PS2 has to offer**. Just when I think you might be worth playing, you fail me. Like that time I caught a game-winning 40-yard pass from Brett Favre with 10 seconds left. I jumped and hooted and "raised the roof." But you decided it was 2nd and 10. And I lost. Though I still can't explain why. That was really something.

I'd like to think your efforts are honorable, but I value my time, and I value the time and money of *OPM* readers. You are invaluable. Wait, did I say *in*valuable? I mean unvaluable. My bad!

Goodnight, sweet prince. Goodnight for good, I hope.

Final Score ●◖

Todd Zuniga

Players: 1-8
Memory Card: 242 KB

PaRappa the Rapper 2

Publisher Sony CEA
Developer Sony CEI
Web Site www.scea.com

The first PaRappa was a revolution. With its utterly unique style—graphically, musically and conceptually—and its unforgettable tunes, the game took this office by storm when it was first released. The novelty of the gameplay and artwork wore off before long, but the songs stuck with us to this day.

Then along came Um Jammer Lammy. And that was just...weird. The songs were strange and forgettable, the "plot" was nonexistent, and the characters not nearly as memorable as the main characters in the first game.

And now comes PaRappa 2, which is, perhaps not surprisingly, a mix of the two. **The tunes this time around are much catchier than in Um Jammer** (though certainly not up to the level of PaRappa 1), with more of a sensible, cohesive storyline.

But that storyline is absolutely ridiculous. The whole thing revolves around this bizarre little guy who is turning all of PaRappa town into noodles. Yes, noodles. Don't ask me why; in fact, I doubt if even creator Rodney Greenblat would be able to tell you why. It doesn't make a whole lot of sense, but it does at least hold the whole theme together.

The characters are more memorable than in Um Jammer, but again, not quite as timeless as the first PaRappa. My hands-down favorite is the return of Chop Chop Master Onion, who is now the host of a TV show focusing on the marriage of karate and sex. I bet you think I'm joking.

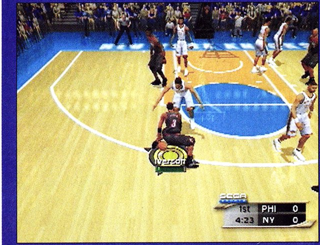
Gameplay-wise, **the biggest addition is the revamped two-player mode**, in which players can freestyle a bit, which forces their opponents to follow along to the changes being made on the fly. It's a nice touch, and adds some replay value. Also new are the minigames, which appear after every other stage. We're not talking brain surgery here, but they do add some variety.

Like all the PaRappa games, the weirdness factor could easily drive some folks away. But for anyone looking for a completely odd type of game, this is for you.

Final Score ●●●◖

Joe Rybicki

Players: 1-2
Memory Card: 131 KB



NBA 2K2

Welcome to basketball heaven

Publisher Sega Sports
Developer Visual Concepts
Web Site www.segasports.com

Wow. Wait, no, no, no. That's all wrong. Let me start over.

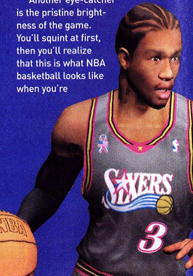
Wow! Yes, that's better. This type of punctuation is fitting. After all, NBA 2K2 is all about the exclamation point. Although it only took a whisper, not a shout, to take the reigns as the best PS2 hoops game, NBA 2K2 caterwauls into the late hours of the night. It's an absolute scream, and **if you love sports games, it'd better be in your collection and it'd better be there fast**. It's only $50? Other basketball games should be free.

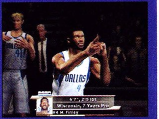
SEGA
1st WAS
3:56 CHI

I'll say this: I didn't like the NBA before the Dreamcast came out. I was a college fan, but the pro game just didn't do it for me. Then I fiddled with NBA 2K1 and I fell head-over-heels. I was playing on the sly at work, I was playing at home. I was an addict because it's a great game that just *happens* to be basketball. Which ultimately means any gamer will do well for himself to pick this one up.

The first thing that'll strike you is the brilliant player models. They're the best of any sports game (move over Madden). Plus, **the attention to detail might make you jump out of your seat.** See the tape on Iverson's middle finger? The tattoo on his neck? This kind of detail is across the board. Check out Shaq-Fu's Superman tattoo for confirmation. But the important part is that details make it easy to spot the players on the court. If you want to pass to Kobe, just look for that sweet mini-fro. If you want Jordan to shoot the rock, look for his slick, bald dome.

Another eye-catcher is the pristine brightness of the game. You'll squint at first, then you'll realize that this is what NBA basketball looks like when you're





sitting courtside.

This game is a simulation basketball treat. But it's arcade basketball, too. Visual Concepts has a masterpiece on their hands, because **they've managed a balance between the two.**

NBA 2K2 features a ton of animations, has the deepest Create-a-Player ever, and the best announcers in any sports game. It has an innovative free-throw shooting system, it hurts when you miss a three-pointer, and is the first game that uses the mid-range jumper as a deadly weapon.

There are flaws. The Franchise mode has a clumsy interface (though thankfully it *has* a Franchise mode). **The CPU shoots lights-out unless you're devilishly attentive on defense.** The Season mode scores from CPU games will be 100-96, while your scores will be 55-51. But all the flaws are minimal, especially when compared to the other flops that pretend to be basketball games.

NBA 2K2 is the gaming equivalent of a religious experience. Give it a shot, even if you've been deterred by its sloppy PS2 roundball predecessors. This game, quite simply, is a slam dunk.

NBA
PLAYER APPEARANCE

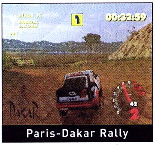
Skin Color Skin 1
Face Face 1
Muscle Tone Normal
Hair Style Hair Style 1
Hair Color Brown
Beard Style None
Moustache None
Sideburns None
Face Hair Color Black
Ears
Nose
Mouth
Chin
Head Shape

help
back
advance

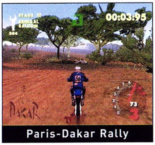
Final Score ●●●●●

Todd Zuniga

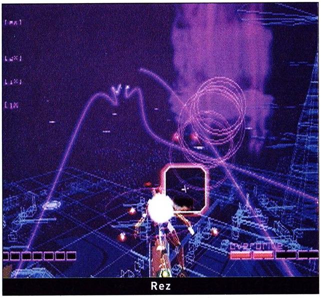
EVERYONE E **Players: 1-4**
Memory Card: 391 KB



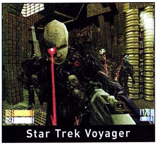
Paris-Dakar Rally



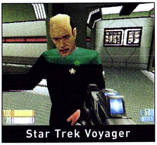
Paris-Dakar Rally



Rez



Star Trek Voyager



Star Trek Voyager

Paris-Dakar Rally

Publisher Acclaim
Developer Broadsword Interactive
Web Site www.acclaim.com

I would hazard a guess that there's a very good chance you probably weren't thinking of buying this anyway. It's been out for a few weeks now, but no one seemed to be interested when Acclaim mumbled something about publishing the thing a while ago—so me telling you that it's not exactly superb now is probably almost pointless.

If I were to bore you with details, I'd probably start by mentioning that **conceptually, it's a damn fine idea for a video game**. Rallying, although not a popular sport here in the U.S., makes for exciting racing action. The Paris-Dakar Rally in the "real" world is gruelling, challenging and filled with peril. I'd go on to tell you that there's an interesting variety of vehicles on offer, 24 in all, from motorcycles to ATVs and dune buggies, but then I'd further explain that **for some reason they all control like RC cars.** You can land an SUV on its back and make it scoot around on its hind wheels. Weird. I'd almost certainly make a few comments about how the graphics aren't a patch on something like ATV Offroad Fury, and then I'd definitely, definitely make some cracks about the godawful snake-charmer music. I'd commend the scope of the design, but tell you that it's let down by the execution. I'd tell you all this, but I'm not sure if you'd really care.

Final Score ●●

John Davison

EVERYONE E **Players: 1**
Memory Card: 150 KB

Rez

Publisher Sega
Developer United Game Artists
Web Site www.sega.com

In some games you pay attention to every detail. You drink in every facet of every scene and observe it almost like you would a movie. Rez isn't one of those games. Every now and then something comes along that just sort of "happens" in front of your eyes, and some kind of primeval survival instinct kicks in and makes the connection from your eyes, through your brain, and out to your fingers. Rez is one of those games, only your senses are being assaulted every second of the way. The visuals are fast, freaky and funky. The music is powerful, driving and thumping. Meanwhile, the Dual Shock 2 is kicking out vibes that will make you drop it if you don't hold tight.

At its core, Rez is an old-school shooter. With a twist. You fly through surreal, post-modern, swirling colorscapes and wireframe tableaux while zapping away at what look like robotic shrimp and biomechanoid, um, things. There's a definite air of *Tron* about the whole thing. It's the kind of thing that people might have thought virtual environments would look like back in the '70s; especially if the architects were zapped out of their skulls on acid.

The twist is the music. Everything you do in the game is linked with the soundtrack, and to get the best effect, you're going to want to crank this baby through some serious speakers. Make sure you whack up the bass, because the throbbing, ass-thumping rhythm that underlies everything is the key to getting in the zone with this game. Everything on the screen twitches, bounces and throbs in time, and as you start to shoot your beams of...whatever...at the, um, whatevers that are flying around, you add to the soundscape with additional syncopated rhythms that ensure things never sound alike twice.

Rez is a blast. It might not be for everyone, but if you're at all interested in the art of interactive entertainment, you owe it to yourself to see what can be achieved by an apparently unfettered imagination. **Rez is different. Rez is hip. Rez is undeniably cool as hell.**

Final Score ●●●●◖

John Davison

EVERYONE E **Players: 1**
Memory Card: 128 KB

Star Trek Voyager: Elite Force

Publisher Majesco
Developer Pipe Dream Interactive
Web Site www.majescosales.com

I have a confession to make. I'm a big *Star Trek Voyager* fan. It happened entirely by mistake, I assure you, and I feel that my fiancée should take part of the blame for it...she's arguably more obsessed than I am. I'm more than aware that it's the weakest link in the franchise, but in order to educate my better half in the ways of all things *Trek*, I was forced to start with whatever is on TV every night.

I don't mind the questionable stories, or the Delta Quadrant being entirely populated by creatures wearing different forehead and chin prosthetics, or even the wooden acting. It's because of this that I tackled Elite Force with some relish. I'd heard the PC version was great, and even lowered myself to playing it *on the Mac* for a while. The prospect of the PS2 version filled me with glee.

The glee, it has to be said, is all used up now. **This is a bad, bad, bad port of what is clearly a very decent game.** Underneath the offensive layer of crap that coats every facet of this version is a more than adequate game desperately trying to get out. It's far from original or innovative in any way, but the story is sound, the voice acting (by the entire cast, no less) is almost comforting, and the situations are credibly *Star Trek-y*. It's a bit short, by all accounts, but it hangs together nicely and "feels" like you're playing an episode of the show through the guise of a first-person shooter.

What's so offensive is the presentation. The art looks unfinished, the animation is jerky and offensive, the effects are pathetic, and the controls are almost impossible to refine. The menu system seems to have been designed by a lateral thinker on crack, the load times are appalling, and even the intro—which is just footage from the TV show, *goddamnit*—is crappy-looking and plays like a bad VHS recording that got stuck in an old VCR. And why don't they use the proper music?

If you're a fan, rent it, but don't buy it—just tune into UPN every night instead.

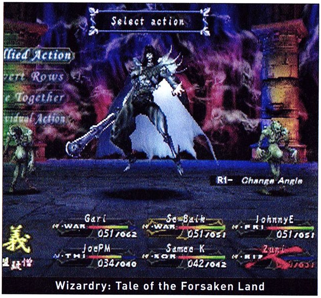
Final Score ●●◖

John Davison

TEEN T **Players: 1-4**
Memory Card: 435 KB

Tsugunai: Atonement

Wave Rally



Wizardry: Tale of the Forsaken Land

World Tour Soccer 2002

Gary
Hurry up and find someone with pain in their heart.
Tsugunai: Atonement

Wave Rally

World Tour Soccer 2002

Tsugunai: Atonement

Publisher Atlus
Developer Cattle Call
Web Site www.atlus.com

Coming out at a time when there's really only one RPG on everyone's mind, it takes something special to get noticed, and Tsugunai might just have that little something. You see, unlike most of the other epic RPGs of these days, Tsugunai has a rather humble approach: It primarily takes place in one small town and it centers around a lost soul who must help the spirits of others in order to return to his body. And this is simply charming. The more you eavesdrop and perform tasks for its citizens, the more you familiarize yourself with their lives—and the better it gets.

Unfortunately, for every positive in the game, there's also a negative. Take the storyline. It's great that you can interact with all these people, but it's also **all too linear**. The quests are too self-contained and are often too simplistic. Or take the battles. It's awesome that you can block enemy attacks with timed button presses...but not when **you fight the same boring enemies over and over**! Or look at the graphics, which are nicely detailed, yet have uniformly bland backgrounds. Even Yasunori Mitsuda's musical score, which is brilliant in places, is dull in others.

Thankfully, when you've got a game as unique as Tsugunai, many of these negatives can be overlooked. Well, to some extent.

Final Score ●●●

Sam Kennedy

Players: 1
Memory Card: 410 KB

Wave Rally

Publisher Eidos
Developer Opus
Web Site www.eidos.com

When I booted up Wave Rally, I was stunned by how great it looked. The water effects, though not *quite* there, definitely approach the level of Splashdown. The environments are crisp and detailed, and the framerate is solid, with nary a stutter. And then I started playing.

What a shame. What a loss. What a cruel trick. This game looks so great, but **the controls may very well be the worst I have *ever* seen in a racing game**. (And yes, that includes Agetec's Racing, the previous title holder.) Now, I see what they were trying to do: It becomes clear after a bit of playing that the point was to simulate the lack of traction that you'll experience if you were actually to drive one of these high-end racing watercraft (the game includes both stand-up and sit-down models). The idea was to get that barely-in-control feeling of skipping across a near-frictionless surface at high speeds. I see what they were trying to do. It doesn't work.

Maybe I'm crazy, but this is one of the things you generally don't want to simulate too closely, because **it eliminates that whole "fun" thing**. Maybe if the game were presented as a sim I could forget it, but it's not, so I can't.

The hit-or-miss trick interface and unimaginative track design don't help things either. No thanks.

Final Score ●◖

Joe Rybicki

Players: 1-2
Memory Card: 114 KB

Wizardry: Tale of the Forsaken Land

Publisher Atlus
Developer Racjin
Web Site www.agetec.com

Until the recent release of Atlus' take on Wizardry, I was beginning to think one of the most influential role-playing series in gaming history had itself been whisked away to a forsaken land, never to be heard from again. But behold, the franchise has returned with a vengeance, maintaining the hardcore RPG elements established as far back as two decades ago, while receiving a 21st-century facelift, as well. The result will please old-school RPGers, but, quite frankly, will likely bore anyone whose first experience with the genre came during the 16-bit era or later.

As with the Wizardry of old, Forsaken Land **places a much greater emphasis on developing your characters**, opting for a simple, side-quest-heavy story over a complex one. You've also got a much simpler aesthetic experience ahead of you, with 2D illustrations representing characters and no speech heard throughout the game—Final Fantasy X blows this away in such respects.

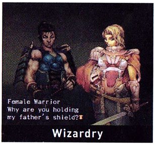
But if you can get past the basic setup, **a great, pure *role-playing* adventure awaits**. I found the character creation process particularly refreshing, as well as fights with the likes of kobolds, orcs, demons and vampires—a more traditional assortment of enemies than the man-eating vegetation and such seen in many RPGs of today. (I'd even go so far as to say that the character-building and familiarity with foes makes Forsaken Land more closely resemble the original Final Fantasy than any American-released FF since.) At the same time, **"Allied Actions" throw a new element into the battle system**, adding considerably more strategy than the average RPG.

Forsaken Land gets frustrating when you can't find that last thing you need to do to move farther down into the labyrinth, or when you just feel overwhelmed by the enemy encounters. But in the end, it should entertain anyone more interested in pure role-playing than a deep story for dozens and dozens of hours.

Final Score ●●●

Chris Baker

Players: 1
Memory Card: 375 KB



Wizardry

Wizardry

World Tour Soccer 2002

Publisher 989 Sports
Developer Studio Soho
Web Site www.989sports.com

989 Sports has done more than just fallen from the gaming spotlight. Since the PS2's launch, they've wrapped themselves in a shroud of some of the system's worst games. But, finally, they're putting their best foot forward, and that foot is kicking the tar out of a soccer ball.

While World Tour Soccer 2002 **isn't quite on par with EA Sports' fantastic FIFA**, it will turn heads. If you've heard of the U.K.'s This Is Football, you'll be happy to know that WTS is the same game without such an, umm, English title. It features around 300 teams, all the players you've (n)ever heard of, the World Cup and even sweet, customizable tourneys. What it doesn't have is the FIFA license. But most Americans won't know what that means (I, for one, don't).

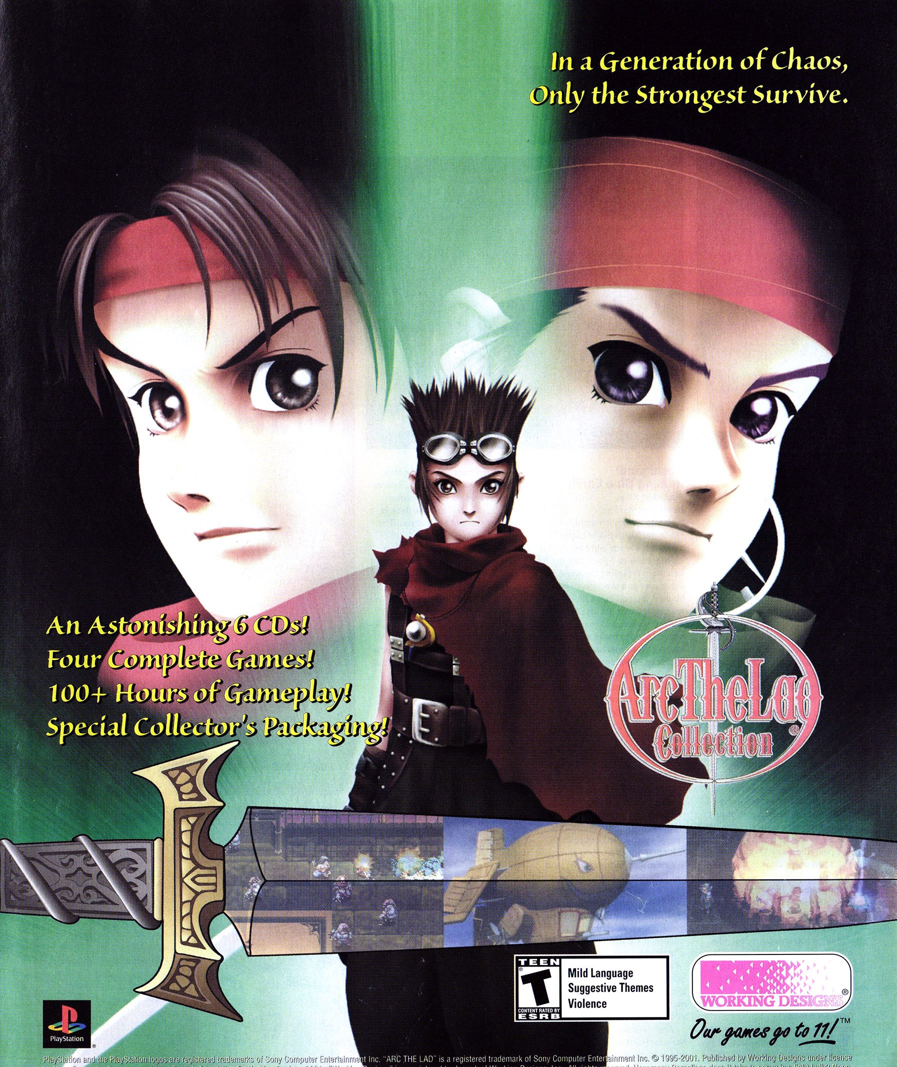
Should you trade in FIFA for WTS? No. But shelling out cash for this game means you'll be getting **fast, fun footy with a simulation feel**. The slide tackles are effective, you can score amazing goals from amazing angles, and none of the animations seem canned.

As for negatives, my biggest gripe is that the ball spins awkwardly. It's only noticeable in replays, but it'll draw a chuckle. Otherwise, this one's a surprise hit that's worth the investment.

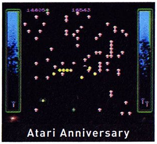
Final Score ●●●●

Todd Zuniga

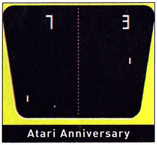
Players: 1-4
Memory Card: 140 KB


In a Generation of Chaos,
Only the Strongest Survive.
An Astonishing 6 CDs!
Four Complete Games!
100+ Hours of Gameplay!
Special Collector's Packaging!
Arc The Lad Collection
TEEN
T
CONTENT RATED BY ESRB
Mild Language
Suggestive Themes
Violence
WORKING DESIGNS
Our games go to 11!™
PlayStation

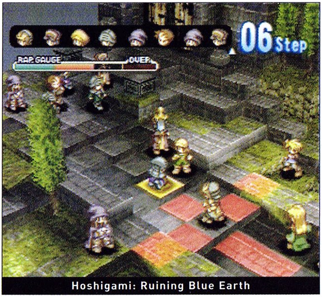
PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "ARC THE LAD" is a registered trademark of Sony Computer Entertainment Inc. © 1995-2001. Published by Working Designs under license by Sony Computer Entertainment Inc. English Translation © Working Designs 2001. "Working Designs" is a registered trademark of Working Designs, Inc. All rights reserved. How many Romalians does it take to screw in a light bulb? None. They're too busy taking over the world. Web Address: http://www.workingdesigns.com. For a dealer near you, call (530) 243-3417.



Atari Anniversary



Atari Anniversary



Hoshigami: Ruining Blue Earth

Atari Anniversary Edition Redux

Publisher Infogrames
Developer Digital Eclipse
Web Site www.infogrames.com

"Oh my god. This is so addictive!"

That, by the way, is a quote from my wife Michele after she spent several hours playing game after game of Centipede—staying up well past our bedtimes to do so.

So what's the big deal? Well, my wife has absolutely no interest in video games (which can be difficult considering my line of work). Of course, there are two exceptions: Ms. Pac-Man and Centipede. So you can imagine my delight when I brought this collection home one evening and just sat back watching my wife having a great time playing a video game. Very cool.

I can't say that I share her enthusiasm about Centipede, though. For me, the game is fun for a bit, but **once the warm fuzzies fade, so does my enjoyment**. And the same goes for just about every other game in this collection. From Pong to Asteroids to Tempest (there are 12 games in all), I find these titles to be **mere diversions that don't have much lasting appeal**. Plus, the control isn't quite right using the PS joypad. (Yes, there's mouse support—but who's got a PS mouse?)

Still, if you love Centipede like my wife does, you gotta own this collection—especially at the bargain price. Otherwise, this is for nostalgic gamers only.

Final Score ●●

Gary Steinman

Players: 1-4
Memory Card: 1 block

Hoshigami: Ruining Blue Earth

Publisher Atlus
Developer MaxFive
Web Site www.hoshigami.net

I'm at the fourth major battle. The game clock reads eight hours, but it's more like 10 if you count the lost time from replaying the same few fights over and over. No, make it 12 hours if you add in the time I spent reading the manual first on paper, then on screen, and then again on paper, trying to make sense of the **overly obtuse mechanics of the character-development system**.

So lemme give you a snapshot of this battle: I'm at the bottom-right corner of a field. On a cliff above my party looms a group of enemies, including a wizard and an archer. Directly in front of me are some fighters, another archer and another mage. I'm outnumbered 2–1. No matter how I approach this battle—cautiously or recklessly—the outcome is the same. I've got two unreachable foes above me taking potshots with arrows and spells, several warriors rushing me, another archer slinging arrows of outrageous fortune at me, and this jackass of a mage who swoops down at just the right moment to heal his wounded comrades, leaving them healthy enough to hack me to pieces. ***Arghhhh!!***

Now, mind you, my entire party is at or above the level of my foes; I'd already spent several dreary hours leveling up. But I spent far too much time and suffered far too many casualties to muddle through this lopsided, frustrating battle.

And I had such high expectations for Hoshigami. It looks great and, even better, it's a strategy RPG—my favorite kind of game.

But it really falls short. Believe me, I played on, and the same problems persisted. **The deck is always stacked against you.** The battles are too tough for all the wrong reasons. Leveling up is a chore. The character-development system revolves around a blurry pinwheel of elemental associations that's no fun to fiddle with. And the Session attack—a neat idea in which you blitz your foes by bouncing them from ally to ally—is just about useless in the heat of battle.

You're better off replaying Final Fantasy Tactics or trying out Saiyuki. Take a pass on this one.

Final Score ●●◐

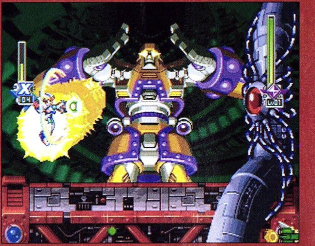
Gary Steinman

Players: 1
Memory Card: 1 block

Hoshigami

Besides, there's no way we can defeat Valaim if we don't use Coinfeigms!!"

Hoshigami



MEGA MAN X6

Another recycled Mega Man adventure

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

Another year, another Mega Man. In typical Capcom fashion, the company has basically recycled its recent Mega Man X games to create this new installment. But that's OK. Capcom can do that. Us Mega Man fans will buy the games regardless of whether or not they've evolved—we just want more of that good old 2D Mega Man gameplay. What's not OK, though, is that Capcom slipped up in a few areas this time around, making this installment **actually worse than its recent predecessors.**

I'll start with the story, seeing as this is something you'll notice right when you first boot up the game. It makes no sense. Well, maybe it does, but when it's all translated by someone who obviously didn't learn English as a first language, it's near-impossible to understand. But not only does the broken English get annoying on the cutscenes, but the Japanese voices have pauses in between each speaker and it just seems to take too long. These just made me wish Capcom would return to the awesome animated cutscenes of MMX4.

Story problems can always be forgiven in a Mega Man game though, but gameplay issues can't, and I did find a bunch scattered through X6. I'll start with the cheap hits. Now I know that they're pretty much a dime a dozen in Mega Man games, but in X6 things are especially bad. **There are so many situations where you simply can't avoid being hit,** and there are just as many spots where you will get hit before you can even react. There are even spots where you'll die because you can't see what's ahead in a level before you actually jump there—a near-unforgivable level design sin.

> **"Story problems can always be forgiven in a Mega Man game, but gameplay issues can't."**

Then there are the bosses, arguably the most important

part of a Mega Man game. In X6, their attack strategies seem limited, not to mention that many of them can be taken out in no time. It just doesn't seem as though there is enough strategy involved this time around.

Capcom did try to mix things up with its new and aptly named Nightmare system (actions in certain levels can affect others), but **it's more of a gimmick than a bonus**—it basically creates more obstacles and difficulty for you in the other stages.

But despite its problems, X6 does have a bunch of good things going for it. The graphics are solid as always, the music is actually pretty good this time around (well, most of it at least), and the game itself is quite fun. **Aggravating at times, yes, but fun.** I just hope that by the time Mega Man X7 rolls around (and by the way this game ends, it looks like we'll definitely see a part 7), Capcom will work on fixing some of the issues that plagued X6 and maybe try sprinkling in some innovation.

Until then, you can rent X6 to get your 2D gaming fix. But even at $30, it's still probably not worth buying unless you're a die-hard fan.

Final Score ●●●

Sam Kennedy

Players: 1
Memory Card: 1 Block

IHRA Drag Racing

IHRA Drag Racing

ATL 6 1ST
NJ 0 1:09
NBA

NBA Live 2002

Putter Golf

Putter Golf

IHRA Drag Racing

Publisher Bethesda
Developer Bethesda
Web Site www.bethsoft.com

Before I begin, I'd like to ask all drag-racing fans and Bethesda employees to leave the room. This game is terrible, and that's all you'll need to know. Now for a disclaimer: I don't in any way mean to belittle drag racing. I know it takes lots of talent and nerves of steel to drive what is basically a landlocked rocket for a quarter-mile at a time. But let's face it, **driving straight for seconds at a time can't be the basis for a great video game**.

Oh sure, you can earn money, buy new parts for your hot rod, and even run across a few names you're sure to recognize should you follow the IHRA (as opposed to the NHRA, which many more people are likely familiar with). But at the end of the day, you're just waiting for those lights to turn green so you can mash the X button, give it a little turbo and maybe, if you're lucky, steer the car ever so slightly to keep it off the wall. Now wait for the results screen to load. Choose to continue, and do it all over again. And again. And again.

And this entire package is topped off with poor sound, low-res pictures of the different racing facilities, and **graphics we'd have expected back in 1996**. Considering their source material was so difficult to work with in the first place, it's too bad Bethesda didn't try to dress it up a little more.

Final Score ◖

Greg Sewart

Players: 1-2
Memory Card: 1 block

NBA Live 2002

Publisher EA Sports
Developer NuFX
Web Site www.easports.com

When I put Live 2001 next to Live 2002, I couldn't tell them apart. When playing them, I couldn't tell them apart. Truth is, if you're going to shell out the cash for the latest Live, you should know that you're buying updated rosters. Is it worth the coin? Yes and no. Yes, because **it's actually a better game than its pretty PS2 twin**, and no, because you can update the rosters yourself if you've got the wherewithal.

A couple things of note: The auto-guarding is great. You don't have to hold down R2 to keep your defender on the man, which is good for the "lazier baller." Also, the cutscenes that infected last year's game are at a minimum. You'll still suffer through graphically limited/uglified foul shooters at the charity stripe, but not as often. Plus, the rebounding is fantastic. You can actually board!

On the negative end, the icon passing is a bit goofy. I'm used to assigned icons—if Allen Iverson is Circle, he's Circle—but if you have the ball with Allen Iverson, your other guard becomes Circle. Which is annoying. Another issue is the A.I. **The CPU doesn't take advantage of easy dunks sometimes.** Nor are they proficient at clock management.

Is Live 2002 worth the cash? Well, how well do you know the NBA rosters?

Final Score ●●●◖

Todd Zuniga

Players: 1-8
Memory Card: 15 blocks

Putter Golf

Publisher Agetec
Developer D3 Publisher
Web Site www.agetec.com

What the holy hell is going on here? Who came up with the brilliant idea of releasing this crap in a world that has known Hot Shots Golf? I don't care if it is 10 bucks; drop another 10 (at most) and you can pick up the original Hot Shots, which is more than twice the game, making it a better value.

The only really interesting feature you'll find in this stinker is the inclusion of **truly weird course features**, like warp tiles, conveyor belts, turbo pads and the like. It's kind of neat to see what those do to your shots. The only problem is, unless you enjoy a superhuman ability to visualize vectors, you'll have no idea what the outcome will actually be when you roll your ball onto one of these hazards.

(Even if you did have some savant-level geometric power, it wouldn't help you, because **the game doesn't seem to obey any physical rules I'm familiar with**.)

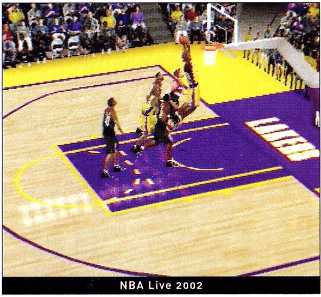
Lord, even the graphics are terrible! How can you have terrible graphics in a *mini-golf* game?!

Oh, and did I mention that the computer appears to cheat? I have to assume that's the case, because I can't imagine any human being able to shoot with enough precision to rebound off six or seven walls and drop into the hole. But hey, maybe I'm wrong.

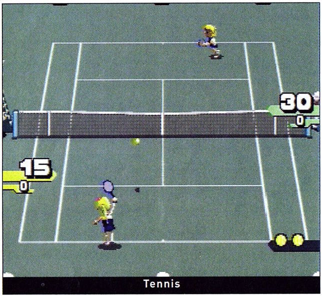
Final Score ◖

Joe Rybicki

Players: 1-4
Memory Card: 1 block



NBA Live 2002



Tennis

Tennis

Publisher Agetec
Developer Jorudan Co.
Web Site www.agetec.com

The most tennis you'll get from Agetec's latest $10 game is in the title. **This game is tennis' alternate reality.** Right from the player select screen you'll know something is askew. Is that Pete Sampras? No, it's Sanpyon. Wait, that must be Andre Agassi. Nuh-uh. It's Assica. Fine, but that's obviously Anna Kournikova. Nope. It's Kolkhoz. That's the good part.

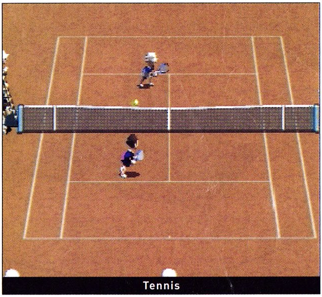
The bad part? Let me just say as an avid watcher of major tennis championships, I'm fairly certain that in a regulation tennis match two people hit the ball back and forth rather consistently. Yet, in Tennis, the ball is hit maybe twice before you zing it 40 feet out of bounds. That's *if* you hit it, which is rare. **Usually, you'll swing right through it if you mis-time the nanosecond window for lamely clubbing the ball.**

While the game looks nice and seems poised to surprise a few people, it won't. Real tennis is fun. Tennis is not. It's all in the capitalization. Forget everything you know about tennis. This Tennis is a different type of journey. Right down to the drunk French PA announcer.

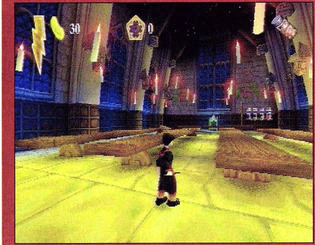
Where there is a will, there will be a way to enjoy this game. But where's there's hunger for a good game, notice the stomach growl.

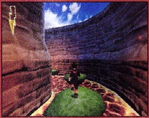
Final Score ●●
Todd Zuniga

Players: 1-4
Memory Card: 1 block



Tennis





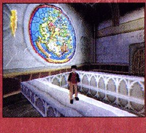
HARRY POTTER AND THE SORCERER'S STONE

Competent, if not magical

Publisher EA Games
Developer Argonaut
Web Site www.ea.com

I'm sure you've seen the movie by now—judging from the recent numbers, just about everyone in the country has. But don't expect the Harry Potter game to follow the events of the film (or the book) very closely. On one hand, that's a good thing; generally, games that follow their licenses too closely tend to be terribly predictable. But on the other, it makes the game feel a bit unfocused and somewhat disjointed.

Coming from Argonaut, creators of such games as Croc and Alien Resurrection, **it's not surprising that Harry Potter looks good, at least.** The environments represent Hogwarts nicely, conveying an appropriate sense of age and gloom. And the diversity of locations makes for enough variety to keep the game's sure-to-be-younger audience interested.

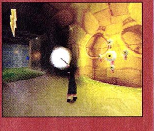


Another nice touch in this respect is the jumping mechanic. Surprisingly, **there's no jump button.** Jumping is accomplished simply by pushing toward a ledge; Harry will leap at the appropriate time, greatly cutting down on the jumping-puzzle frustration that plagues many 3D platformers. Oh, there are still areas where you'll miss your target, but by removing that one variable it just makes things so much easier.

Another nice touch, variety-wise, is the assortment of spells at Harry's disposal. As the game progresses and he attends his various classes, Harry will gain access to four different spells, which can be put to a variety of uses. The learning process is a brief Simon-style memory game with the controller buttons. Once you've mastered the spell in this way, you are now free to use it on any appropriate creature or object. (Objects you can use a particular spell on are designated by a colored icon, so you don't even have to select which spell to use; the game takes care of that for you.)

It's clear from this and many other examples that **the game is designed with the same target audience as the books.** No surprise there. But I have to say that in spite of that fact, Harry Potter is plenty playable, even for more experienced gamers.

Take, for example, the Quidditch game. Your job is to chase the Snitch around the Quidditch grounds, flying through a series of rings and eventually getting close enough to grab the little sucker. Now, **this isn't particularly easy for anyone,** much less younger kids. The game does tend to be fairly forgiving, but you might find your youngster getting frustrated anyway.



And there are some other problems. I've already mentioned the lack of focus; other issues include the jerky control and the occasional graphical bugs. Still, it's nothing if not solid. Fans should be pleased.

Final Score ●●●
Joe Rybicki

Players: 1
Memory Card: 1 block

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
18 Wheeler American Pro Trucker	Acclaim	●●●	52
4x4 EVO	GOD Games	●●●●	44
Ace Combat 04: Shattered Skies	Namco	●●●●◖	51
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Baldur's Gate: Dark Alliance	Interplay	●●●●◖	52
Bass Strike Virtual Fishing Tournament	THQ	●◖	51
Batman: Vengeance	Ubi Soft	●●●	51
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
Burnout	Acclaim	●●●●◖	52
Capcom vs. SNK 2	Capcom	●●●●◖	51
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crash Bandicoot: The Wrath of Cortex	Universal	●●●◖	51
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dark Summit	THQ	●●●◖	52
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Devil May Cry	Capcom	●●●●●	50
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driven	Bam Int.	●	52
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Dynasty Warriors 3	Koei	●●●●	52
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN X Games Skateboarding	Konami	●●●●	49
Evergrace	Agetec	●●	39
Evil Twin	Ubi Soft	●●	52
Extermination	Deep Space	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 2001	EA Sports	●●●●●	52
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
FIFA 2002	EA Sports	●●●●◖	51
Formula One 2001	Sony CEA	●●●◖	50
Frequency	Sony CEA	●●●◖	52
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Giants: Citizen Kabuto	Interplay	●●●◖	51
Gradius III and IV	Konami	●●◖	39
Gran Turismo 3: A-spec	SCEA	●●●●●	46
Grand Theft Auto III	Rockstar	●●●●●	52
Guilty Gear X	Majesco/Sammy	●●●●	52
Gungriffon Blaze	Working Designs	●●●◖	39
Half-Life	Sierra	●●●●●	51
Harvest Moon: Save the Homeland	Natsume	●●●●	51
Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
Ico	Sony CEA	●●●●●	50
Jak and Daxter: The Precursor Legacy	Sony CEA	●●●●●	52
James Bond 007: Agent Under Fire	EA Games	●●●●	52
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kessen II	Koei	●●●	51
Kinetica	Sony CEA	●●●●◖	50
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Lego Racers 2	Lego Software	●●◖	51
Le Mans 24 Hours	Infogrames	●●◖	48
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
MDK2 Armageddon	Interplay	●●●◖	45
Metal Gear Solid 2: Sons of Liberty	Konami	●●●●●	51
Midnight Club	Rockstar	●●●●	39
Mobil Suit Gundam: Journey to Jaburo	Bandai	●	48
Moto GP	Namco	●●●●	39
Monster Rancher 3	Tecmo	●●●●	50
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
The Mummy Returns	Universal Int.	●◖	52
MX 2002 featuring Ricky Carmichael	THQ	●●●●	47
MX Rider	Infogrames	●●●◖	52
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NASCAR Thunder 2002	EA Sports	●●●●◖	51
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA Live 2002	EA Sports	●●◖	51
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Final Four 2002	989 Sports	●◖	52
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL 2K2	Sega Sports	●●●◖	52
NFL GameDay 2001	Sony CEA	●	40
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
NHL Hitz 2002	Midway	●●●●	51
Okage: Shadow King	Sony CEA	●●●	51
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Portal Runner	3DO	●●	50
Project Eden	Eidos	●●●◖	52
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil - Code: Veronica X	Capcom	●●●●◖	48
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take Two Int.	●●◖	48
Shadow of Destiny	Konami	●●●◖	43
Shadow Hearts	Midway	●●●●	52
Shaun Palmer's Pro Snowboarder	Activision	●●◖	52
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
The Simpsons Road Rage	EA Games	●●●	52
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
Smuggler's Run 2: Hostile Territory	Majesco	●●●	52
Soccer America: International Cup	Hot-B	●●	48
Soul Reaver 2	Activision	●●●	52
Splashdown	Infogrames	●●●●	52
Spy Hunter	Paradigm	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
SSX Tricky	EA Sports BIG	●●●●●	52
Star Wars: Episode I —Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Sunny Garcia Surfing	Ubi Soft	●●●◖	51
Super Bust-A-Move	Acclaim	●●●	41
Supercar Street Challenge	Activision	●●◖	52
Surfing H3O	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tarzan Untamed	Ubi Soft	●●●◖	52
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Thunderstrike: Operation Phoenix	Eidos	●◖	52
Tiger Woods PGA Tour	EA Sports	●●●	44
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Tony Hawk's Pro Skater 3	Activision	●●●●●	51
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play Baseball	EA Sports	●●	45
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
Vampire Night	Empire	●●◖	52
Victorious Boxers	Empire	●●●◖	51
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
WWF SmackDown! Just Bring It	THQ	●●●◖	52
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

PS one Review Archive

Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arc the Lad Collection	Working Designs	●●●●	52
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim Sports	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18

REVIEWS ARCHIVE

PSone Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Agetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim Max	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
Dragon Warrior VII	Enix	●●●●◖	51
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34

Game	Publisher	Score	Issue
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
Gunfighter: The Legend of Jesse James	Ubi Soft	●●◖	52
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
In Cold Blood	Dreamcatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2

Game	Publisher	Score	Issue
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
Looney Tunes: Sheep Raider	Infogrames	●●◖	51
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Martian Gothic: Unification	Take 2 Int.	●●●◖	52
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39

Game	Publisher	Score	Iss
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Int.	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Monsters, Inc.	Sony CEA	●●●◖	51
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2 Int.	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NASCAR Thunder 2002	EA Sports	●●	52
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28

PS one Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL GameDay 2002	989 Sports	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
Panzer Front	Agetec	●●●◖	51
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pipe Dreams 3D	Empire Int.	●●	9
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
The Powerpuff Girls: Chemical X-Traction	BAM!	●◖	51
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman Brain Games	Ubi Soft	●●●	50
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
Rocket Power Team Rocket Rescue	THQ	●◖	51
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Saltwater Sportfishing	Agetec	●●◖	52
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scooby-Doo and the Cyber Chase	THQ	●●	28
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec/A1	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skydiving Extreme	Banpresto	●◖	49
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Spec Ops: Covert Assault	Take 2 Int.	●	52
Spec Ops: Ranger Elite	Take 2 Int.	●	46
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2 Int.	●◖	38
SpongeBob SquarePants: SuperSponge	THQ	●●	51
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
Syphon Filter 3	Sony CEA	●●●◖	52
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Tony Hawk's Pro Skater 3	Activision	●●●●◖	51
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers:			
Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Twisted Metal: Small Brawl	Sony CEA	●●◖	52
Tyco RC: Assault With a Battery	Mattel Int.	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
V.I.P.	Ubi Soft	●●	51
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
War Jets	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
The Weakest Link	Activision	●●●◖	51
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40

Featured Tricks & Strategies

Baldur's Gate: Dark Alliance 131
DVD Eggs 126
Grand Theft Auto III 126-127, 130, 133
Final Fantasy IX 132
Metal Gear Solid 2 ....128-129, 133
NHL Hitz 20-02 122
Shadow Hearts 131
Shaun Palmer's Pro Snowboarder 131
SSX Tricky 131
Tony Hawk's Pro Skater 3 ....122-123, 130, 132
Tricks Forum 133

Want your name in OPM? Then find the best tricks and send them our way. Tips, cheats and everything in between will do. Also, if you're stuck, send us a question and we'll dig up an answer and put it in our new Tricks Forum. Send e-mail to: ***OPM@ziffdavis.com****. Make the subject line of the e-mail read "Top Secrets." If it isn't titled "Top Secrets," we won't find it.*

NHL HITZ 20-02

Hitz is one heck of a game. If you like hockey, check it out. If you like frantic sports action, check it out. If you like codes, check these out!

FEATURE	SQUARE	TRIANGLE	CIRCLE	D-PAD
Always Big Hits	2	3	4	Down
Big Head Players	2	0	0	Right
Big Head Team	2	2	0	Left
Big Puck	1	2	1	Up
Bulldozer Puck	2	1	2	Left
Domino Effect	0	1	2	Right
Hitz Time	1	0	4	Right
Hockey Ball	1	3	3	Left
Huge Head Player	3	0	0	Right
Huge Head Team	3	3	0	Left
Huge Puck	3	2	1	Up
Ignore Last Code	0	1	0	Down
Infinite Turbo	4	1	3	Right
Input More Codes	3	3	3	Right
Late Hits	3	2	1	Down
No Crowd	2	1	0	Right
No Fake Shot	4	2	4	Down
No One-Timers	2	1	3	Left
No Puck Out Of Play	1	1	1	Down
Pinball Boards	4	2	3	Right
Rain	1	4	1	Left
Show Hot Spot	2	0	1	Up
Show Shot Speed	1	0	1	Up
Skills Versus	2	2	2	Down
Snow	1	2	1	Left
Tennis Ball	1	3	2	Down
Turbo Boost	0	0	2	Up
Win a fight, get a goal	2	0	2	Left

TONY HAWK'S PRO SKATER 3

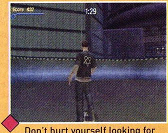
Here's how it works: There are three different places in each level to find the Hidden Decks. Below are the color-coded lists of what skaters correspond to what boards. Also, the unlockable skaters will fit into one of these categories, so use this chart to find those boards, too. You might notice Tokyo is missing. Next month, we'll show you all of the Far East's secrets.

🟥 **Tony Hawk**
Rune Glifberg
Bam Margera
Andrew Reynolds
Elissa Steamer

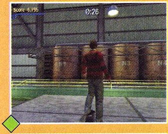
🟦 **Steve Caballero**
Eric Koston
Rodney Mullen
Geoff Rowley

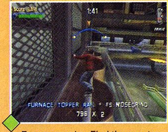
🟩 **Kareem Campbell**
Bucky Lasek
Chad Muska
Jamie Thomas

Foundry Hidden Decks

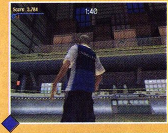


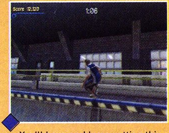
🟥 Don't hurt yourself looking for this one. It's to the right of the starting point and easy to get to.





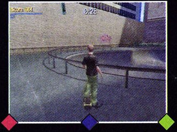
🟩 Easy as can be. Find the quarter pipe near the four barrels of goo, push Up once you're about to get air, then grind into the deck.





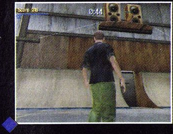
🟦 You'll have problems getting this one if you're short on Air or Speed. Build those up, then sky off the quarter pipe and grind onto the rail.

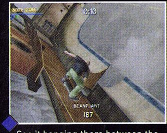
Rio Hidden Decks



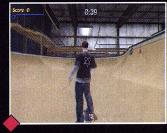
🟥🟦🟩 All decks for all skaters are inside the secret area. Break through the shabby boards and get into the pool.

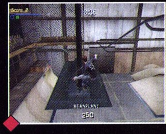
Skater Island Hidden Decks



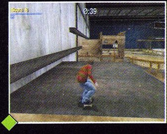


🟦 See it hanging there between the speakers? Use the quarter pipe for air, then grind right into it.



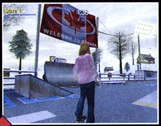


🟥 This one's a joy to get. Line up in the pool to the right of the start, then blast out onto the hanging light.

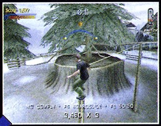


🟩 At the top of the huge half pipe turn toward the flags dangling down. Jump over and the deck is waiting.

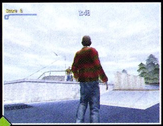
Canada Hidden Decks

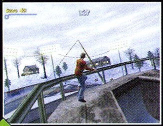


Oh, Canada. Hit that bulldozer like a spitfire and launch into the deck.



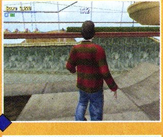
You'll get this board while doing a Nosegrind around The Horn.

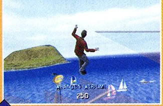




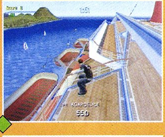
The easiest way to get this one is by using the pool. But you can also grind this rail to score the Deck.

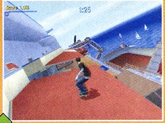
Cruise Hidden Decks



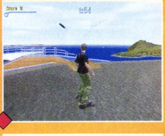


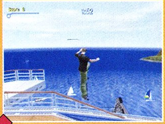
Go into the greenhouse and look to the water to see the deck floating. Then gain speed and get air into the abyss. If you aim right, you'll score the prize.





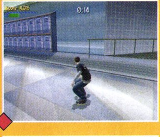
Jump over the ledge and land onto the awning that you have to Noseblunt. It'll be easy from there.

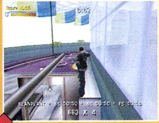




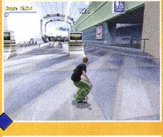
Go to the left of the starting point. If you can't get this one, we don't know how you got this far.

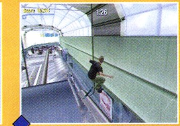
Airport Hidden Decks



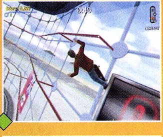


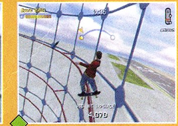
Tough stuff here. Use the angled silver metal to get on top of the lockers. From there it's grind-time.





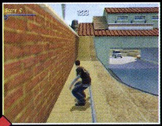
Easy with practice. Launch off of the monitor and then hold Triangle and hope to grind the lights.



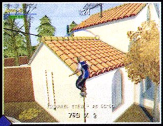


Just like getting the Hidden Tape, this deck is on the opposite side. Use the same tactic to score.

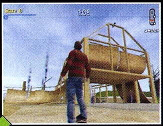
Suburbia Hidden Decks

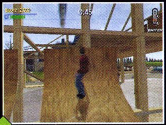


If you've smashed the pumpkin, keep going. Right over this roof hangs the Hidden Deck.

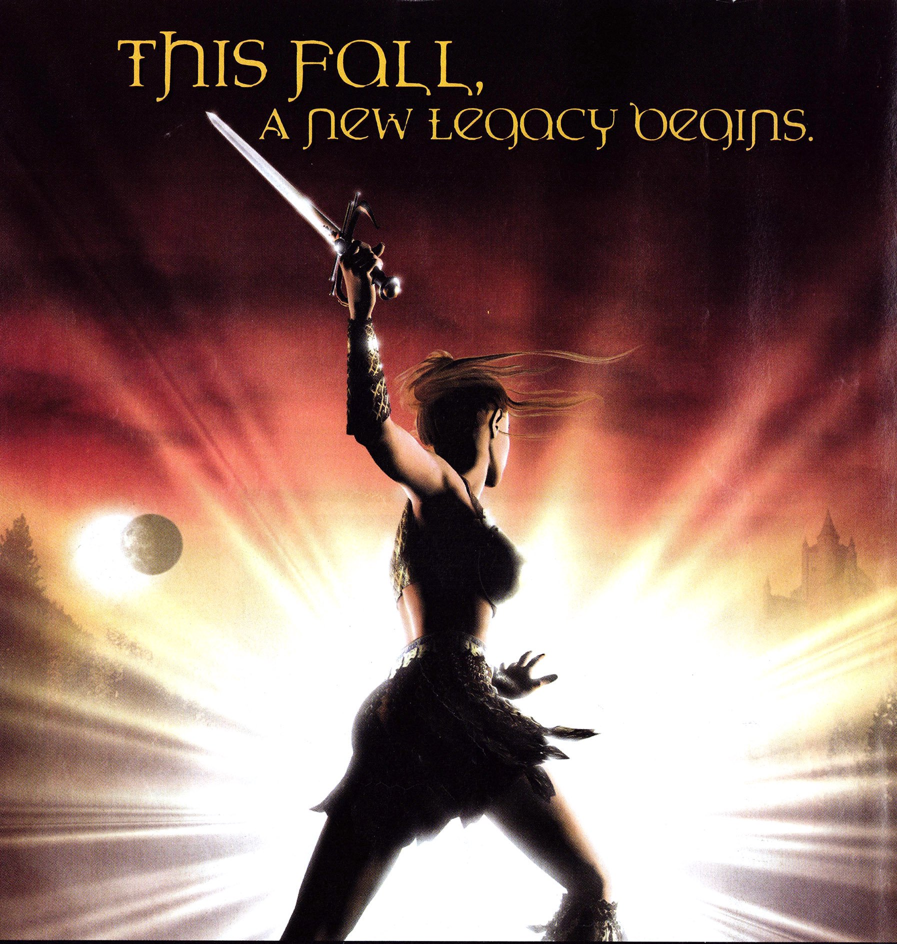


When you're clearing the power lines, you'll score the Hidden Deck along the way. Easy stuff.





It's a pain getting to this Hidden Deck, but with patience you'll score it. One way is to use the ramp on the far side of the level and, without ollying, go up it and push up. Then use the quarter pipe to get your smokin' new deck.



RATING PENDING

RP

CONTENT RATED BY ESRB

Visit www.esrb.org
or call 1-800-771-3772
for more info.

PlayStation 2

BLACK ISLE studios

Interplay

Baldur's Gate: Dark Alliance © 2001 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, Dungeons and Dragons, the D&D logo, and the Wizards of the Coasts logo are Black Isle Studios and the Black Isle Studios logo are trademarks of Interplay Entertainment Corp. All rights reserved. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. All rights reserved. "PlayStation"

FORGOTTEN REALMS

Baldur's Gate™

DARK ALLIANCE™

HACK YOUR WAY
THROUGH COUNTLESS
OPPOSITION

ENCOUNTER
MYSTICAL BEASTS

EXPLORE FANTASTIC
ENVIRONMENTS

"...IT BLOWS AWAY ANY PS2 GAME ON THE MARKET..."

–cloudchaser.com

developed by
snowblind
studios

OFFICIAL Wizards OF THE COAST LICENSED PRODUCT

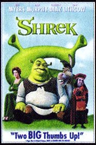
DUNGEONS & DRAGONS

trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license. All rights reserved. Interplay, the Interplay logo, "By Gamers. For Gamers.", and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc All other trademarks are property of their respective owners.

DVD EGGS

The Mummy Returns DVD

On the region 1 DVD of *The Mummy Returns*, go to special features, then select the Music video. When the video is playing, skip forward to the next chapter to find a nice hidden trailer for *The Mummy Returns* soundtrack which is not mentioned on the special features list.



Shrek DVD

There are two tricks for some extras on the *Shrek* DVD. Both are nice little treats. On Disc 1, go to the special features and move to main menu and press Up. The gumdrops on the Gingerbread Boy will be highlighted. Press Enter to see a list of all the fairytale creatures.

On disc 2 do the exact same thing as above. When the gumdrops light up, press Enter. You'll see some "Shrek Fun Facts." A different set of facts will appear each time you repeat the process.

Dogma: Special Edition DVD

Here are a couple places to search on the *Dogma* DVD.

On the first DVD choose Scene Selections from the main menu. Then go to the last page. Press 3 twice (you may have to press Enter after each press). You'll then see "How Jay Thinks Kevin Directs."

On the second DVD choose Deleted Scenes from the main menu. Go to the last page. Press 2 and then 4 (again you may have to press Enter after each number). You'll then see "How Kevin Directs."

The Matrix Revisited DVD

We're not surprised by the extras on this extras DVD. Here are a few we discovered.

1. To find the hidden music, go to the Language section, go up to languages, and push Left. Click on the Phone Booth Icon and it leads you to 40 tracks of music. Sweet.
2. To uncover the hidden videos, go through the following steps. First, go to the Special Feature section. Then go to the page with Morpheus and Neo standing on the right. Push Right and the woman in red appears. Click on it and it shows a short video of her part in the movie. While on the woman in red, push Right again. Agent Smith appears. Click on Agent Smith and it shows a video about Hugo Weaving's operation. Find the special feature page with Neo on the right with the karate outfit. Push Right and he'll change positions. Click on him and a video of the action scenes will play.

Godfather DVD Collection

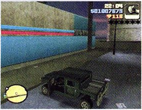
Here's a little something for those who want to see James Caan doing Marlon Brando impersonations. On the fifth DVD of the collection, go to the family tree and select Santino's branch. Once there, go to Sonny's pic and hit Enter. You'll see a biography of James Caan. Again go to the picture and hit Enter. Bada-bing!

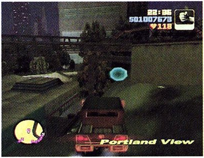
grand theft auto III

You wanted more *Grand Theft Auto III* and we deliver. This month we show you even more outlandishness, plus a few tips on flying a plane without wings. We also show the toughest part of the GTA3 puzzle: the Humvee missions. We tell you where they are, but we don't know a soul who's finished one.

HUMVEES IN HIDING

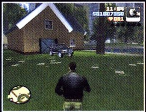
PORTLAND

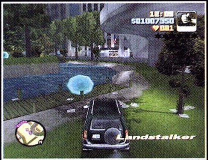




You'll have to find the Supermarket to discover the first Humvee mission. It's around the corner from Joey's garage. Just look for the pretty aquamarine paint job. Once you're there, you'll spot the Humvee parked on the side. It'll kick off the mission once you nab the first glowing icon.

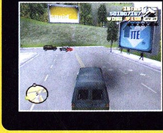
STAUNTON ISLAND

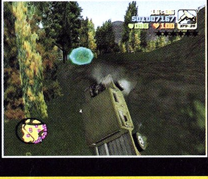




Go to the Central Park of Staunton Island, right smack in the middle of the burrough. See that urban-assault vehicle sitting all by its lonesome near the tennis courts? Hop in and you'll be able to start the adventure. This one's as impossible as the rest, but make sure you get the one in the middle of the lake first. It's the toughest.

SHORESIDE VALE

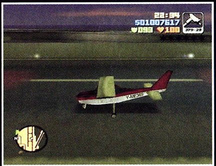




If you can locate the phone booth in Wichita Gardens, then you'll have an easy time finding the slim trail to the third Humvee mission. It'll be off in the far corner. Take that dirt road around (it goes quite a ways) and you'll find a Humvee at the end of the rainbow. Hop in to start the mission.

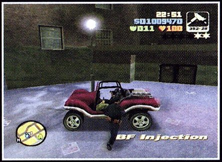
Flying the Dodo

So you've found the Dodo and spent an hour trying to fly it and scored eight seconds of flight. Sucks. We know how to keep it up there much, much longer. When you get to the airport, hop in a Dodo and start it on the runway. Push forward while driving, so the nose of the plane grazes the ground and throws up mad sparks. At that point, let go of the analog stick. You'll start to take off. Don't pull back! Only forward! After you lift off, you'll start to dip toward the ground. Don't panic. Just a tap forward and you'll survive. Maybe you can even pull off a few tricks.



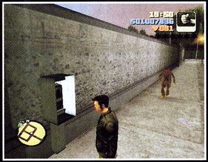
Shoreside Vale

BF Injection



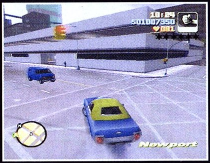
After you've smeared the mafioso and have made it to Staunton Island, return to Portland for Joey's BF Injection. It's a sweet ride that you can find in the park where you first picked up Misty. At different times of day it will disappear, though.

Ring, Ring Bling



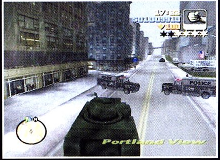
Outside of Joey's garage you'll hear the din of a phone ringing. If you face away from his garage and take a left, you'll see it on the opposite street corner. Answer it for some secret missions from a shady character named Marty Chonks.

Stallion Scramble



Another secret mission in GTA3? You bet. When you're in Staunton Island grab a Stallion. They aren't too hard to find. Then, take it into the multi-level garage. Get out of the car, then hop back in. That'll trigger a mission similar to the Humvee missions. You'll have to get a load of checkpoints in too short of a time.

Tanking It



In Portland, you're not going to get your Wanted Level over four, no matter what. If you get to Staunton Island it can go to five, and in Shoreside Vale it can go to six. Once you can get it at six, go to any part of the city and cause a ruckus. If you get the meter to six and stay alive, the U.S. Army will show up and they'll bring tanks! Try pulling out the driver just like a regular car and once you're in, get to a hide-out and stash it away. Otherwise, you'll have a heck of a time keeping the other tanks from putting holes into your newfound machinery.

Loco Lobo

Here's a little trick that you might not have noticed. Once you figure out where the Lobos reside, steal one of their phat rides. When you're comfy, push on the horn. Instead of a bleating horn, you'll start up the sweet hydraulics. Hang on and enjoy the ride!

Ho Train

20:31
$01007836

We featured this tip from a reader last month, but in case you missed it, here it is again. If you're in need of some life (and some love), steal a car, or "borrow" it, and find an area populated by prostitutes. Shouldn't be hard in Liberty City. When you find one to your liking, pull up next to her. She'll come over, chat you up, and finally jump into your ride. While it costs a dollar per second that she's in your car, it's well worth it if you find an out-of-the-way place. Go to the park or a dark alley and stop the car. Then she'll make it worth your while and your money. Plus, you'll get 125 on your life meter!

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID 2

SONS OF LIBERTY

Last month we gave you a complete rundown of the basics of Metal Gear Solid 2 as well as some quick strategies to keep in mind while playing through the game. This month, we're actually going in-depth with a complete walk-through of the first half of the game as well as some other recently discovered tips. And next month we'll be back with the second half of the game as well as even more new tips and codes.

The Tanker

The first areas of MGS2 are basically designed to get you accustomed to the controls and the new techniques for the sequel, with Otacon frequently calling you with advice. Equip your M9 and get on your way through the many rooms in the ship, taking care to avoid cameras (take them out by precisely shooting their lenses). Watch out for tripwires too—cigarette smoke can come in handy for this. Eventually make your way to the bridge and sneak out the side door to face the game's first boss, Olga.

Engine Room

Guard team, stay alert.

After you take out Olga, search around for any leftover items. Also, make sure to climb the ladder up to the top of the mast for the Thermal Goggles. From here, make your way down the Engine Room by walking through the lounge room (the one with the large glass window). Eventually you'll get to a part where you have to fight Raven from MGS1—just kidding! It's actually something else. Try taking a picture of it if you want; Snake will say "good" if it's something worth snapping. After this you'll eventually run into a spot where you'll have to take out a few bombs that have infrared sensors attached. There's one that's rather easy to spot, so take that one out first (aim for the green light). Another is on top of a ledge, and to hit this one you'll want to get on top of a box. And lastly, there's one that's best spotted by crawling on the ground.

Deck 2, Port

Here you'll want to make sure to use the M9 to take out guards. Take care to watch the patterns of the enemies closely to sneak up behind them and take them out.

Deck 2, Starboard

This can be a tough shootout, but as long as you take cover and trade shots, you should be all right. If the lights get shot out, try switching to Thermal Goggles to spot enemy positions.

Boss: Olga

Olga may have a nasty attitude, but she's not that hard to take out. You can go with the slower, more careful approach (hide between the crates and strafe left and right while in first-person mode) or take her head-on. Wait for her to target you and to duck behind an object, then make your move. Quickly, while she's not looking, roll to another spot and hit her when she fires at your previous position. It's best to use the third-person perspective for this part, as it'll automatically lock in on her. However, when she uses the tarp for cover, go into the first-person perspective and shoot the part where it's tied down and it'll blow away. Also, when she shines the light in your face, shoot it out in the first-person perspective (it'll flash red when you've got your shot lined up). Just make sure to run for cover if she starts to throw grenades.

Hold 1

After getting briefed by Otacon, climb down the ladder. From here you'll want to keep in mind that you're on a timer, but it's more important not to be detected. Crawl under the projector and quietly walk past the guard to the north. Make sure to be careful about the different surfaces you're on—running on metal will make sound and will alert the guards! Walk or crawl instead. Also, take care only to tranquilize and not kill anyone in this area—it'll alert the others.

Hold 2

Use the same tactics as before and make sure to make your moves when the soldiers aren't looking. Head right and up, and go through the two doors.

ALERT
RATION

Hold 3

Once in this room you'll want to head over to the computer and hit the action button. After a brief talk from Otacon, you'll be all set to take your Codec moments (you'll know when you take a good picture when you hear the chime). Getting around to the different angles shouldn't be too hard a task; the only difficulty may lie in finding the Marines Logo. Here's a tip: Go to the back/left part of the room.

Chapter 2

Strut A, Deep Sea Deck

After being treated to a healthy dose of story sequences and stellar movies, you're back in command of the action. You'll be rather limited in terms of weaponry and items, so you'll quickly want to stock up (search around this area for a bunch of items such as Rations). One thing you'll want to make sure to do is to grab the Shaver. Go to the right where the machines 3 and 4 are and hang over the railing to get to the fenced-in area. Move to the right and climb back up and grab the Shaver. Another thing you'll want to do is dive into the southeastern corner of the pool to grab the Thermal Goggles. Once you're done with this room, head through the watertight door. Make sure to download the map for this area at the Node and try to stay out of sight. Running up behind enemies and strangling them is something that can come in handy in this area. Once you find the elevator, wait for it to come down, and without getting spotted, get in and take it up to the roof.

Strut A, The Roof

Once you take out a few guards, get the bandage on top of the crate. Then head for the hole in the fence (surrounded by birds) and crawl through it.

Strut A, Pump Room

Once here, get to the Node to obtain the map data. Then check around this area for some equipment such as Rations and a Chaff Grenade. From here you'll want to head to Strut B, but in case you need weaponry, head to the Strut F warehouse first and then double back.

Strut B, Transformer Room

Once here, you'll be able to pick up the SOCOM and give Pliskin the Shaver. Make sure to use the Node and then search through lockers for useful items. Then make your way over the Strut BC bridge, collecting the Chaff Grenades on the broken part of it.

Strut C, Dining Hall

Here you'll be briefed about how to diffuse C4 with the Coolant Spray. Make sure to equip the Ion Sensor that you obtain from Stillman (it's called Sensor A in your items list and C4 will appear green on the map when used). First, find the Node and gather the map data and then make your way to the women's bathroom and take out the C4 on the ceiling near the sink. Then cross the Strut CD Bridge.

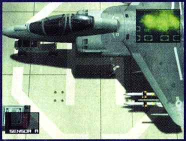
LIFE
SENSOR A
COOLANT

Strut D, Sediment Pool

This circular room has C4 hidden in a hatch on the lower level, in the last hatch to the left. Simply pull up the door and freeze it. You'll also want to tranquilize the guards so that you can run around and collect items. (Note: On Extreme mode there will be two more bombs in this and other areas. But if you're playing Extreme, then why the heck would you be reading this guide?) Next, you'll want to make your way over the DE Bridge and head to the Heliport.

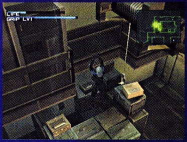
Strut E, Heliport

After talking to Pliskin, go take out the guards and make your way to the jet. The C4 is underneath, so crawl down there and take it out. Next, if you haven't yet, search through the rest of Strut E for some items such as ammo and the Mine Detector. Then, head over the Strut EF Bridge, but use the Mine Detector to spot mines on it.



Strut F, Warehouse

This area can be a pain in the ass, but if you remain calm and use your stealth skills, you should be OK. As soon as you enter the room, take cover. Peer around the wall and wait until the first guard turns around and then immediately choke him. Follow this up by either tranquilizing the others or sneaking up on them and choking them too, but be super careful not to get caught. From the top floor, drop down into the area surrounded by boxes and you'll find the C4. After you've taken it out, one thing you'll want to keep an eye out for is the Suppressor for the SOCOM, found in a side room behind some boxes. The way to get at it is to enter the room with the Node, and crawl through the secret crawl space. Now head for the AF Bridge.



Strut A, Pump Room

Here you'll have to crawl under the pipes to get to the C4. Head to the red pipes and stay under them to reach the center. Now head for Strut B to take out the last bomb.

Strut B, Transformer Room

First take out the two guards and then head for the green spot on your radar (upper-left portion of the room by the transformer box). Close the locker door to find it hidden behind it. From here you'll want to head over to Strut C to grab the B Sensor from the store room and then over to Strut A to take out the final bomb.

Strut A, Deep Sea Entrance

Head to the top of Strut A and take the elevator down to the room where you first started. You have to use the B sensor to find it, but we'll tell you where it is anyway. Head over to the bottom part of the screen and look underneath the hanging sub—it's hidden there.

Strut E, Heliport

After your ordeal with Fortune, you'll be on the clock once again. Your objective is to get to the Strut E heliport as soon as possible. Once there, you'll face yet another boss.

Strut F, Warehouse

After you defeat Fatman and you obtain your enemy disguise, head over to Strut F to pick up the AKS-74U (as you'll need it for part of your disguise). Make sure to pick up the C4 and Claymore mines in the lockers and pick up the M4 and ammo in one of the level 2 rooms on the top floor, but then head to the room directly across from the stairs on the lower level for the AKS-74U. It should be in the back-right corner of the room. Then head for the Shell 1 Core by running over the EF Bridge (don't go too slow or you'll fall to your death).

Shell 1 Core, 1F

First things first: Equip your BDU and AKS-74U so you won't be spotted by the guards. They shouldn't bother you as long as you don't bother them, but take care not to do anything stupid. Walk down the hallway to the left and grab some items from the lockers. The rightmost door contains M4 ammo that you can obtain if you break the door, but be warned that if it falls on you, your disguise will be blown. Hit the Node, and from there grab the elevator down to B2.

Shell 1 Core, B2

Here, you'll basically just want to avoid enemies and grab the Directional Microphone. Find the Node and access it, grab the cardboard box, and then find the Microphone. Hunt around for some other items if you wish, and then head back to the elevator to go to B1.

Boss: Fortune

Since she can't be hit, this is a boss who is impossible to beat. You're just going to want to avoid her fire and wait things out (and staying away from oil barrels is a good idea). Don't worry, the fight will be over after a short while.

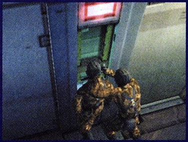
LIFE
FORTUNE
SENSOR B

LIFE
FORTUNE
RATION

Shell 1 Core, B1

Once here, first search the Node and then search in some of the lockers. Then, to get through the retinal scanner, you're going to need to grab one of the guards and have him scanned. Wait behind the crates between the corner and the doorway, and the second that the guard passes by, unequip your weapon and grab him in a choke hold. Then drag him over to the retinal scanner (apply pressure on him if he tries to escape, but make sure he doesn't die) and have him face it.

Once you're in the room, find Ames by using the Directional Microphone. He's usually the prisoner in the far bottom-left area. Look for the guy with long brown hair who is sitting against a box by himself. Be careful not to take out the guard in the room, though, or backup will investigate. Also, after the cutscenes, when Ocelot comes toward you, quickly switch to your AKS-74U and do not move at all. After another sequence, quickly make your way to the elevator and start heading back to Strut F. To cross the EF Bridge, simply edge your way across the ledge.



Strut F, Warehouse

Now that you've got the Level 3 card, you can access a lot more areas in the warehouse. You'll definitely want to get the RGB6 and ammo (top-left room) as well as the PSG-1 and ammo (south hallway, door on the left). As well, if you crawl into the vent in that room, it'll take you to another room where you'll be able to get the PSG-1T. Once done finding items and weaponry, head on back to the EF Bridge and make your way over to Shell 1-2 Connection Bridge, accessible from a Level 3 door found in Strut D.

Shell 1-2 Connection Bridge

Here's where that PSG-1 sniper rifle comes in handy. There are a bunch of bombs on the bridge and it's your job to disarm them—the only problem is, they're not easy to spot. Use the sniper scope to zoom in on different parts of the environment to find them all (sometimes it's easiest to spot things with the sniper rifle while crawling on the ground). To help you find them all, here's a basic rundown of where they are. There's one straight in front of you that's not hard to spot, then there are two in front of you to the left, one a little farther back to the right (surrounded by seagulls), one that's actually right above the door that leads back to Strut D, one behind the waving flag, and one perched on top of a Cypher flying off in the distance. If you're not sure that you've got them all, try using Cigarettes or your Thermal Goggles to check. Once it's safe, cross the bridge and prepare for battle.

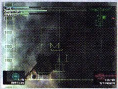
Boss: Fatman

Make sure you've got your Sensor A equipped, because Fatman will keep you on your toes with plenty of C4. As he plants bombs, you're going to have to be able to switch between your guns and Coolant Spray on the fly to take them out. Aim the SOCOM for his head, as the rest of his body is armored (when he gets up he's especially vulnerable), and if you get a chance, plant some Claymore Mines in his path and he'll skate into them. He'll plant his final bomb underneath his body, so simply drag him out of the way and freeze it.

SENSOR A
COOLANT

Boss: Harrier

This battle actually isn't as bad as it seems at first. Pick up the Stinger as soon as you can and fire at the Harrier as fast as possible. Once it starts flying around, track its position by looking at the radar (the large red spot is the Harrier). Aim the Stinger at the Harrier, wait until you get a red lock-on indicator, and then blast away. Also, make sure to take as many shots as possible when it hovers in front of you and run around when it starts firing missiles or machine guns at you. As long as you keep nailing it, though, the Harrier should go down fairly quickly.



LIFE
HARRIER

TRICKS FROM THE 10 BEST-SELLING PLAYSTATION 2 GAMES

① Metal Gear Solid 2

Here are a few tips that will help ease you through your travails.

Being "Ration"al

One of the most important strategies to keep in mind as you play through MGS2 is that you can often build up rations and extra ammo by stealing them from soldiers. One way to do this is to hold them up (do this by hitting Square to pull up your pistol and then L1 to lock on and walk in front of them). If you then point your gun toward a guard's head or crotch area, he'll often give up a useful item. Also, once you take out a guard, try dragging him around for a little while—chances are, you'll shake loose an item or two.

Just Shoot Me

While you can carefully sneak past security cameras by walking against the wall they're perched on, it's often easier simply just to shoot the lens and disable them.

Hand-to-Hand Combat...with Lockers

Also, most lockers that don't open immediately can be forced open with a little persuasion (certain ones require a little C4 though).

The Billion Uses of Coolant

Although Peter Stillman gives you coolant spray to freeze bombs, the item has a good many uses. For example, spray it at an enemy and he or she will become temporarily blinded. Or, spray it at someone to wake him or her up. It can also serve as bug spray.

Nicotine Fits

Cigarettes can come in handy at a few scenes in the game. Not only can they help point out laser trip wires, but they can also slow down Snake's heart rate for better aim (like the Pentazemin pill).

❷ GRAND THEFT AUTO III

It's one of the best games going. Here are some crazy codes. But beware, some will really muck up your game (like Schizophrenic pedestrians) and rumor has it that using cheats will alter the ending. Our advice: Don't save after using any of these cheats.

Lowers your Wanted Level
R2, R2, L1, R2, Up, Down, Up, Down, Up, Down

Raises your Wanted Level
R2, R2, L1, R2, Left, Right, Left, Right, Left, Right

Makes the sky bright, blue and clear
L1, L2, R1, R2, R2, R1, L2, Triangle

Makes the fog roll in
L1, L2, R1, R2, R2, R1, L2, X

Makes for serious cloud cover
L1, L2, R1, R2, R2, R1, L2, Square

Dial this in for a rainy day
L1, L2, R1, R2, R2, R1, L2, Circle

Makes a tank fall from the sky (yes, a freakin' tank!)
Circle, Circle, Circle, Circle, Circle, Circle, R1, L2, L1, Triangle, Circle, Triangle

Makes time progress more quickly
Circle, Circle, Circle, Square, Square, Square, Square, Square, L1, Triangle, Circle, Triangle

For brawling pedestrians
Down, Up, Left, Up, X, R1, R2, L2, L1

Raging pedestrians who hate you
Down, Up, Left, Up, X, R1, R2, L1, L2

Schizophrenic pedestrians
R2, R1, Triangle, X, L2, L1, Up, Down

The locals box each other
Right, R2, Circle, R1, L2, Down, L1, R1

Tip-top car handling
R1, L1, R2, L1, Left, R1, R1, Triangle

❸ TONY HAWK'S PRO SKATER 3

Hidden combos

Lots of times you'll be doing a bevy of kickflips and you'll hear the Hidden Combo sound. Basically, if you do the same move twice in a row, and quickly, you'll do a hidden combo. If you do back-to-back kickflips, it'll be a double-kickflip. You can do triple kickflips, too. The same thing applies for impossibles and heelflips.

Cheats

Once you've beaten the game enough times and unlocked the Snowboard Cheat (which stinks, by the way), you'll be able to enter the Cheats area on the Options menu. If the code is entered correctly, you'll hear the sound of money being collected. Here are a few codes and what you'll unlock with them (they're case-sensitive):

Unlock all cheat options: backdoor
All characters: YOHOMIES
All FMV sequences: Peepshow

Flatlanding

Along with the Revert, the other new moves are the Flatland tricks. If you've ever seen a Rodney Mullen skate video, you know what we're talking about. There are Caspers and Anti-Caspers and instead of having to ollie between moves (like in the first two THPS games), you can just link them together without the interruption of an ollie. For instance, if you have to push Up, Down, Triangle for a Primo, you can go right into a Casper with, say, Right, Down, Triangle. There's no jumping in between and transition is absolute silk.

❹ NBA LIVE 2002

Mo' money for your salary cap

Before starting a new franchise, go to "Roster Management." Release your highest paid players to the Free Agent Pool. This works for every team. Start a new franchise, and go to the "Roster Management" screen. Select "Sign Free Agents" and you can now sign your high-priced players back to your team for the league minimum.

Iverson's armband

To get the effect of Iverson's armband, select all armbands while creating a player. It will look like Iverson's armband/sleeve.

❺ MADDEN NFL 2002

Taking it to the NFL

Cadence Counts

When you get to the line of scrimmage, you want to snap the ball, right? Might as well get on with it; it's a video game, right? Well, not in the case of Madden. Basically, if you keep snapping the ball at the same time, you're going to get creamed. The defense is going to pick up on your snap count and bum-rush you every single time. Basically, patiently call out a few "hutt-hutts" by tapping Circle, then snap the ball at different times, using the play clock as a marker. It'll save you frustration, and it'll save your quarterback from getting severe headaches.

Pointing Fingers

When you're on offense, rushing up to the line of scrimmage and snapping the ball is the easiest way to go four-and-out. Patience is the key. And there's a trick to get great blocking, too. After calling your play (the sooner, the better), you'll go to the line of scrimmage. If you wait, and there's enough time on the play clock, your center will start pointing to defensive players. He's basically calling out blocking assignments. If you snap the ball after that, you'll get insanely better pass protection and much better run blocking. It's a simple, subtle thing, but it makes such a huge difference that the results will be staggering.

❻ ACE COMBAT 04

Acquiring the color schemes

By completing each mission in normal difficulty with an S-rank, you unlock the secondary color for each fighter. By shooting the aces you get the third. It is not necessary to pass the trial missions for the second colors.

But wait, there's more!

Each aircraft has a third color scheme as well, but these are harder to get. You have to defeat the enemy "Aces" that are hidden throughout the missions. There is at least one Ace per mission. They're hard to find and don't show up on radar until you get close, so it's best to use the Free Mission option to hunt them down. Once you kill an Ace, you only need to complete the mission successfully. When you check the shop, you will see that the type of aircraft the ace was flying (i.e., F-5, Su-35, etc.) will have a third color scheme unlocked, matching the Ace's.

❼ DEVIL MAY CRY

Defeating the big guys

Defeating Mundos

Buy as many Devil Stars as you can throughout the game. When you reach Mundos, you will be on the ground, and he will be in the center of a lava pit. Use your Devil Star, transform into Devil state, and fire your new weapon at him. They are balls of fire that do massive damage. Continue doing this until you defeat him. If you run out of Devil Stars, there will be large balls that occasionally appear in front of you. Destroy them and you will regain enough Devil Triggers to transform.

Defeat Nelo Angelo

When you are on level 4 and are about to fight Nelo Angelo, find a way to knock his guard down to a point where he looks like he is panting. When this happens, turn into the Alastor Devil and do the 4-Slash combo followed by a Stinger. This should reduce his health greatly, especially in Devil Trigger mode.

All-star group photo

Win with an "S" rank on all missions to

Baldur's Gate: Dark Alliance

Unlock Gauntlet Mode
Finish game on any difficulty setting.

Unlock Extreme Mode
Finish the game using Gauntlet mode.

Level Up
Press and hold R3, Triangle, R2, L1, and then press Left on the D-pad. This cheat automatically takes you to level 20, gives you access to all the feats (depending on the current number of slots available). It also gives you level one feats on all of your character's class-dependent feats and an additional 75,000 gold pieces.

Invulnerability and Warp
Use anytime during the game. Press and hold R2, L1, Left D-pad, Triangle and press the Start button. This cheat when entered will bring up a menu. You can choose invincibility and/or level warp.

unlock the all-star group photo.

⑧ CRASH BANDICOOT: THE WRATH OF CORTEX

Arctic Freeze

Earning extra lives
After you have defeated the Boss in level 4 and earned the bazooka, return to level 1, Arctic Antics. Shoot the three woolly mammoths to get extra lives.

⑨ SSX TRICKY

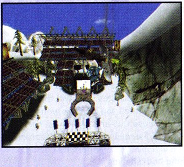
Quick Trix
If you're doing a steady amount of Über tricks on your trick board, give it a shot on your racing board. You might not know it, but the Über tricks are different! Yes, different! And the cooler part is that the tricks with a long board are a bit quicker. So you can pull them off with more ease. How convenient.

Super Über is Trick-tastic
OK, so you've filled up your Tricky meter and you can now turbo endlessly through the level. But there's something much cooler that you can do, which
you might not know about. Each boarder is equipped with one Super Über trick and they are rad. Just remember that they'll take a lot of air. To pull them off, you have to hold R1+R2 plus Square, or L1+L2 plus Square, depending if your boarder is regular or goofy-footed. These are the kind of moves worth gaming for.

Variety Scores!
You've heard this again and again from the commentator, no less. But when you're trying to get your Tricky meter into Tr-Tr-Tr-Tricky, you're going to need to show a lot of variety. Otherwise, it's not going to go up very quickly. So, get creative. You'll be rewarded.

Did you say Über Board?
To unlock a character's "Über Board," you'll have to suffer. You'll have to complete all of their trick chapters and then unlock and complete the sixth trick chapter (which is all Über moves). Finally, the Über Board will appear at the end of the board selection.

Rock the unlockable courses
To unlock **Pipedream**, you must win a medal on all Showoff courses.
To unlock the **Untracked**, you must win a medal on all Race courses.



⑩ SOUL REAVER 2

Elemental unlockables

Fire Reaver
Pause gameplay, then hold R1 and press Down, Circle, Triangle, Up, Right, Circle.

Bonus materials
Press Left, Triangle, Right, Triangle, Down, Circle, X at the main menu: A message will confirm correct code entry. If you are taken into a menu, just back out and start again. All of the previously locked bonus materials will now be available.

Shaun Palmer's Pro Snowboarder

Maybe we didn't like this game, but that doesn't mean you didn't buy it. Here are some tricks to keep it fresh. Be sure to highlight the Options menu at the start screen.

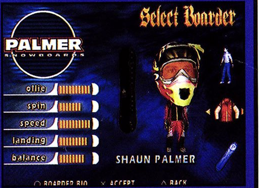
Unlock Cheats

Hold L2+Right and press Triangle, Triangle, Circle, Triangle. It will unlock the Cheats menu within the Options menu. These can be toggled:

1. Kid Mode
2. Always
3. Perfect Balance
4. Super Spin
5. Half Gravity
6. Quickie Tricks
7. Double Speed
8. Big Head Mode
9. Metallic Boarder
10. The Flipside

Unlock it all

Hold R2 and Right on the D-pad and press Triangle, Triangle, Circle, Triangle. This will open all movies under the option menu. Along with maxing out all boarders' stats, it gives you full access to all stages and all boards. Note: This is only found on Continue Career and Freeride choices.



SHADOW HEARTS

Although you won't need a walk-through for Shadow Hearts, here are a few secrets and hidden extras.

Third-Level Fusion Monsters

Before you can fight and obtain third-level Fusion Monsters, you'll need to find the gravestones for each element.
Earth Gravestone – After you battle with Olga in Prague, head to Bistritz and chat with Nina.
Water Gravestone – After finding out about the orphanage in London, go to Rouen and talk with the bridal couple.
Air Gravestone – After fighting Olga in Rouen, go to the tavern in Prague. You'll need a Tissue.
Fire Gravestone – You'll find it in a treasure chest in the mental hospital.
Darkness Gravestone – After the battle with Ian at the top of Blue Castle, you'll have to return to the top and search the floor.
Light Gravestone – You will find it in Roger Bacon's house near the Nemeton Monastery.

Special Fusion Monsters

Amon – First, get the Stone of Destruction by opening the four sealed treasure chests in the Nemeton Monastery, then checking the well-like hole in the basement. Next, defeat Albert in the basement of the Monastery.
Seraphic Radiance – After completing both Cave Temple and Ancient Ruins (including the extra modes), chat with Roger. If you have the Erotic Magazine, he'll exchange that for the Pulse Tract, and reading the description of it will transform the Ancient Ruins yet again. In the new Ancient Ruins, you'll find the Stone of Rebirth. After acquiring all the Fusion Monster, head to the Graveyard.

Secret Maps

Kowloon Fortress – When Alice is being tortured by Dehuai, select the correct responses to avoid getting struck by lightning. Then, when you're back in Shanghai, you can drive the smuggler's boat that's in the port. It will take you to the Kowloon Fortress.
Dollhouse – After the Neameeto have appeared and you've talked with Koudelka in London, head to the tavern in Prague with Alice.
Cave Temple – After the Neameeto have appeared and you've talked with Koudelka in London, head to the orphanage and get the Emigre Manuscript. Read the description and the Cave Temple will be raised.
Cave Temple (extra mode) – After completing the Cave Temple, read the description again and the Cave Temple will be transformed.
Ancient Ruins – After the Neameeto have appeared and you've talked with Koudelka in London, head to the Nemeton Monastery with Alice and Zhuzhen. Get the Unnamed Book of Rituals. Read the description, which will raise the Ancient Ruins.
Ancient Ruins (extra mode) – After completing the Ancient Ruins, read the description again and the Ancient Ruins will be transformed.

Good Ending

You must defeat four Masks before entering the Neameeto. Afterward, look at Alice's gravestone in the Graveyard. If you do this, you can defeat the Atman and you'll be rewarded.

TRICKS FROM THE 10 BEST-SELLING PS ONE GAMES

❶ TONY HAWK'S PRO SKATER 3

Unlocking the best in skateboarding

Enter these masterful cheats correctly and the screen will shake.

Extra points

Pause the game, then hold L1 and press Square, Circle, Right, Square, Circle, Right, Square, Circle, Right. The level will end with 10,000 points added to your score.

This trick is even useful in competitions. To get first place without performing a single trick, just press Start at the beginning of each round. Enable this code and you will get at least a 93 without performing a trick.

120
BONELESS + THE 900
8250 X2

Special always available

Pause the game, then hold L1 and press Triangle, Right, Up, Square, Triangle, Right, Up, Square, Triangle.

Turbo mode

Pause the game, then hold L1 and press Left, Up, Square, Triangle. Enter the code again to disable it.

Play as Wolverine

Get all the gaps in each of the regular levels in Career mode to unlock Wolverine.

Play as Officer Dick

Successfully complete Career mode by completing all goals and getting all gold medals with a custom created skater to unlock Officer Dick.

Play as Darth Maul

Complete all the goals in the game and get gold medals in all three competitions one time with any character in Career mode.

Special meter always full

Successfully complete Career mode by completing all goals and getting all gold medals with Rune Glifberg to unlock special meter always full on the cheat menu.

Perfect balance

Successfully complete Career mode by completing all goals and getting all gold medals with Rodney Mullen to unlock perfect balance on the cheat menu.

Skip to restart

Successfully complete Career mode by completing all goals and getting all gold medals with Tony Hawk to unlock skip to restart on the cheat menu.

Smooth mode

Successfully complete Career mode by completing all goals and getting all gold medals with Elisa Steamer.

Stud mode

Successfully complete Career mode by completing all goals and getting all gold medals with Kareem Campbell to unlock Stud mode on the cheat menu.

Sim mode

Successfully complete Career mode by completing all goals and getting all gold medals with Geoff Rowley to unlock Sim mode on the cheat menu.

❷ HARRY POTTER: THE SORCERER'S STONE

Alternate Ending

When you have completed the game, the credits will start to run. These will continue for nearly 10 minutes. This will then finish and it will tell you who has won the Hogwarts House Cup and if you have collected all 17 Famous Witches and Wizards cards, it will give you an alternate ending.

Climbing bookshelves

If you approach a bookshelf and find that you cannot climb it, press Square on a piece of a wall that is different or a lighter color.

Bertie Bott Beans

Collect the following amount of Bertie Bott beans to unlock an item behind a portrait at Hogwarts.

50 Yellow Beans: Nimbus Two Thousand
70 Blue Beans: Glove for Quidditch
80 Green Beans: Card
100 Red Beans: Advanced Flipendo

❸ TONY HAWK'S PRO SKATER 2

Unlocking the best in skateboarding

Enter these wonderfully fun cheats correctly and the screen will shake.

All levels

Pause the game, then hold L1 and press Up, Triangle, Right, Up, Square, Triangle, Right, Up, Left, Square, Square, Up, Circle, Circle, Up, Right.

Kid mode

Pause the game, then hold L1 and press Circle, Up, Up, Down, Down, Circle, Up, Down, Square. Alternately, successfully complete the game by completing all level objectives in Career mode three times.

Turbo mode

Pause the game, then hold L1 and press Down, Square, Triangle, Right, Up, Circle, Down, Square, Triangle, Right, Up, Circle to increase the speed of the game by 25 percent.

Blood mode

Pause the game, then hold L1 and press Right, Up, Square, Triangle to toggle Blood mode.

Perfect balance

Pause the game, then hold L1 and press Right, Up, Left, Square, Right, Up, Square, Triangle. Alternately, successfully complete the game by completing all level objectives in Career mode four times.

❹ SYPHON FILTER 3

ARMOR
TARGET
DANGER

Super Agent mode

Successfully complete the game to unlock "Super Agent" mode. Pause the game to access the options menu and enable the "Super Agent" option. In this mode, all shots are one-hit kills.

❺ MADDEN NFL 2002

Cheating with your Madden Cards

When you're earning and spending Madden Cards, you're going to use them once and then they're gone. Or are they? Save your profile after you've earned tokens and spent them to get cards. During your next game, use all the Madden Cards you want, but don't save your Profile! First, save the game, then reset it. Start the game again and it'll load the profile. Then select Madden Cards: Activate. If done correctly, all of your cards should be back in your stash. Do this after every game and you should be able to use the cheats indefinitely. It's particularly cool because this was done in Franchise mode. Cheat away!

❻ DRIVER 2

Car Thief

Swindle a cop car

Go to Grant Park and go around that location. There will be a police car on the side of the park. Get out of your vehicle and steal the police car the same way that you would steal any other vehicle.

Viva Las Vegas

After unlocking the secret car in Las Vegas, go to the street and turn left to get back onto it. Take that street to the end and turn right. Follow this street to the next intersection and turn left. When you turn left, you will see a building, a fence and a wall. Between the wall and the next building is where you turn to go to the secret area.

❽ NBA LIVE 2002

JORDAN 0
FRANCIS 0

Beating Jordan one-on-one

For being one of the greatest players to ever pick up a basketball, it's easy to beat Jordan down on the street. Pump fake, then hurry to the hoop. Every time.

❿ DRAGON WARRIOR VII

Bonus dungeons

Successfully complete the game to unlock two additional dungeons that can be explored.

Final Fantasy IX

Powering Up

Nearly every enemy in the Oeilvert dungeon (on Disc 3) will be an Epitaph. You can easily gain huge amounts of EXP from these enemies. First, make sure all four party members have the Jelly ability on, as the Epitaph's only attack is Petrify. You can take advantage of the Epitaph's Mirror spell, which creates a clone of one of your characters, by letting it clone up to three of your party members. If the Epitaph clones a character that's in your party, that character will die. Don't worry about the dead character, though; just concentrate on attacking the clone—not the Epitaph itself—until you've killed it. Next, use a weak attack to hit the Epitaph and make it cast Mirror again. After the third clone has been killed, revive any dead characters, then kill the Epitaph once and for all. Each clone you kill contributes up to a total of 7,434 EXP per person. This method also helps build up the strength of Zidane's Thievery skill with every successful steal.

Tricks Forum

Welcome back to *OPM*'s Tricks Forum. You have questions and tips and we have answers and quips. Enjoy.

SSSexy?

I was recently playing SSX and I heard the lyric, "Have you ever done a homosexual a favor?" Did I hear wrong, or did the ESRB miss this? If so, have they noticed this?
PS2guy109
***OPM's answer:** It seems the only person who noticed is, well, you. We've listened again and again and come up with one conclusion: You hear what you want to hear.*

Funk Soul Reaver

I bought Soul Reaver 2 on the 21st of November and beat it on the 24th, leaving me miffed at the lack of time it took. In order to exact my revenge against Eidos and Crystal Dynamics, I'm sending the code to unlock all of the ending movies that you would get at the end of the game. Press Left, Triangle, Right, Triangle, Down, Circle, X at the start screen. Take that Eidos and Crystal-D!
Jeffrey Barber
jeffreyrunner@hotmail.com

Full Half-Life

Enter these codes into the "Enter Cheat" box (where else?) in the Options menu.
Invincibility
Left, Square, Up, Triangle, Right, Circle, Down, X
Invisibility
Left, Square, Right, Circle, Left, Square, Right, Circle
Slow-Mo
Right, Square, Up, Triangle, Right, Square, Up, Triangle
Xen Gravity
Up, Triangle, Down, X, Up, Triangle, Down, X
Andrew Dueck
emperor_sauron@hotmail.com

Return to Monkey Island

In Escape From Monkey Island, if you combine all of the prosthetic limbs, you get the Abomination of Nature. It's hysterical.
Adamkelley2005@aol.com

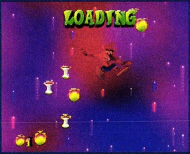
More offroad in ATV?

I was wondering if you know of any other bikes that can be unlocked in ATV Offroad Fury for PS2 besides the bike that's unlocked when you beat the game? I've heard rumors that if you beat the game so many times with the correct bikes, there are dirt bikes and a Raptor to unlock. Is this true?
m_greggory@hotmail.com
***OPM's answer:** You must play through the game with the slowest bike 16 straight times, without getting up to get a drink of water. If the phone rings, you must start over. In other words, no. You get one bike when you beat the game. Kind of a pisser, huh?*

Bored game?

In the review article about "Crash Bandicoot: The Warth Of Cortex" you said that it takes so long to load that it has a fruit collecting minigame. I understand the first part, but I rented the game and didn't get to collect fruit while loading! Is there a way to get the minigame to work? Some code or something?
Sam Rueby
sruebysaxaphone@msn.com
***OPM's answer:** Just before the release of Wrath of Cortex—and I mean JUST before—Universal discovered that they were infringing on a patent with that minigame. Turns out some other game designer has patented the use of minigames to help alleviate boredom during load times. So they had to scramble to remove it from the game at the very last minute.*

So, sorry—you just have to sit and wait it out. Might I suggest a rousing game of rock, paper, scissors?



Pretty Bird

When you find the parrot in Metal Gear Solid 2, you can play around with it. If you shoot it, it will act like Fortune and it will dodge the bullets. Also, grenades won't blow it up. If you try to freeze it with the coolant spray, it will shake and lose feathers while screaming, "This sucks! This sucks!" If you shoot it a lot, it will act like the guards and say something like Intruder Alert! We need reinforcements. Then the guards will go crazy. Unless you've killed them already, of course.
Daryl on AOL Instant Messenger

Dog Tag #1

If you're having trouble finding the first dog tag on the Big Shell level, I have a solution. When Snake is telling you how to use the blade, take it off and put him in a choke hold. Whenever he tries breaking free, tighten the grip. Do this until he passes out and then you can shake him to get his dog tag.
Michael Kingery
wdk@inetnebr.com

Codec Shenanigans

While using the Codec in MGS2, hit the R2 button when you're playing with Raiden. You'll hear him make little whiny comments. Sometimes they fit the conversation, a lot of the time they don't.
Josh Wilcox
Twiiitrain@aol.com

Men Overboard!

When you put guards to sleep on the first deck in MGS2, you can carry the bodies to the gates where they threw the Marines. Solid Snake will throw them into the river!
Rey Rodriguez
iceman0262_2000@yahoo.com

> **"How would you like to make a tank fly in Grand Theft Auto III?"**

Soaring Tanks

How would you like to make a tank fly in Grand Theft Auto III? And I'm not talking about some crappy code to make it act like a plane. First enter these codes (they make pedestrians all go crazy, all hate you, etc.):
Down, Up, Left, Up, X, R1, R2, L2, L1
Down, Up, Left, Up, X, R1, R2, L1, L2
R2, R1, Triangle, X, L2, L1, Up, Down
Right, R2, Circle, R1, L2, Down, L1, R1

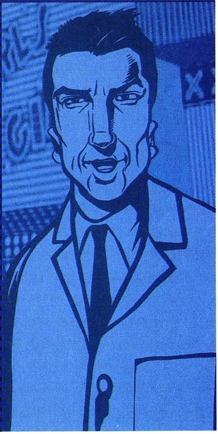
Next, get a tank by stealing one. Then turn the turret around and hold down X and keep on firing rockets. If you reach a high enough speed your tank will lift off the ground, keep on firing those rockets and soon you will be flying high above the skyscrapers!

Try landing on top of a tall building you normally can't get to and then snipe people.
Chris Oshima
oshimachris@hotmail.com

Packing the Garage

Here's a nifty trick for GTA3. It'll allow you to save more cars in your garage than you're supposed to. It works best in Staunton Island. First, park the two cars it will let you have in there and park them close to one another (it may help to have one sideways against the back wall). Then get a third car. Now if you try to drive the third car in the garage, the garage won't open so do this: Park the third car close to the garage door. It must be on an angle almost parallel with the garage door, with the driver side facing the garage door. Being close to the door is the trick. When your character gets out of the car, he has to be standing close enough to the garage door so the door opens to let him get a car out of the garage.

Instead of going in, hurry and get back into the third car and drive that car into the garage before the door has a chance to close. Now you'll have three cars in the garage. If you save the game and reload, three cars will be in there. I have four cars in my garage at Staunton and the game doesn't seem to bug until you have an insane amount of cars in your garage (probably close to 10 cars is a little much for the game to handle). Too many cars and the game bugs by not letting you enter any of the vehicles.
Anthony "Spectre" Fodera
vincefodera@hotmail.com



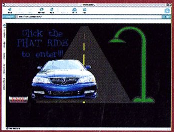
Fun with URLs

Every now and then it's fun to see what comes up when we type a game or game-related name into an Internet browser as a URL. The results can yield some interesting finds, as you'll see below.

Jak.com
Home of J.A. Korsmeyer, Inc., which creates anti-virus and Spam-filtering software. We're sure that Daxter's pal would do the same, given the opportunity.

Jak.net
Do you like Ascii art? Sure, we all do! Even if we have no idea what it symbolizes!

Daxter.com
You need to have a password to get past the first page of this site. But that *is* one phat ride.



Obviously this is from daxter.com

FinalFantasy.net
It's TechScape, home of worldwide Web hosting! Even Indonesia! Really, what else would you expect?

Tidus.net
"Verboten! Es sind nur ungenügende Zugriffsrechte gesetzt. Bitte ändern Sie die Rechte mit Ihrem FTP-Programm."

Yuna.com
It's, uh...well...Yuna.com.

ShadowHearts.com
A rather shady e-tailer whose site is under construction. Can you decode the message?!

SpecOps.com
Unlike the cheapo games, SpecOps Global Survival Training could actually be fun!

Rez.com
Go here for Pegasus Solutions, "a leading global provider of hotel industry technology." We wonder, does this technology include the ability to compose some groovy tunes as you shoot the crap out of the local Holiday Inn?

Kain.com
A personal Web site for someone we're pretty sure has nothing to do with bloodsucking lords of Nosgoth.

DarkCloud.com
We've had our eye on this one for eight months, and it's still "Coming Soon." *What is it?!*

GUILTY PLEASURES

Stuff we love to do in games—though we probably shouldn't

Sometimes, as we're sure you'll relate, our dark sides shine through as we play our favorite games. We've chosen a few such instances. Tell us what yours are by sending an e-mail to opm@ziffdavis.com, with a subject of GUILTY PLEASURES.

KINETICA
Watching the replays of each race, not to relive our sick tricks that helped us finish in first...but rather to ogle at the bare female butts pointed right at us.

STRETCH PANIC
Playing with, twisting, and even snapping the gigantic breasts of the women who oppose Linda and her hostile scarf.

METAL GEAR SOLID
Strapping C4 to guards while they're standing at the urinal.

METAL GEAR SOLID 2
Unloading the AK-47 at anything that moves.

TONY HAWK'S PRO SKATER 3
Getting the most gruesome bails.

HALF-LIFE
Walking up to a scientist, then shooting him right between the eyes.

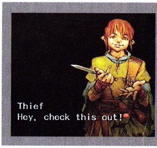
RED FACTION
Shooting a guy in the back of the head while he's going to the bathroom.

GRAND THEFT AUTO III
Blowing up absolutely anything with the rocket launcher, for one. But most of all, taking advantage of the "services" of hookers for extra health—then beating the money you paid for the good time out of them immediately after.

NCAA FOOTBALL 2002
Taking your hatred for a rival school out by renaming its players with names like...well, words we can't print in this magazine.

IN ANY GAME THAT ALLOWS IT
Positioning video game characters in such a way that it looks like they're having sex.

IN ANY GAME SINCE MS. PAC-MAN
Being attracted in any way whatsoever to a game character.



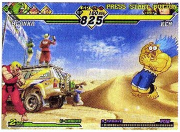
Thief
Hey, check this out!

The Anti-Frodo

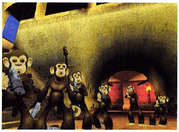
We didn't say anything mean to this hobbit thief upon our multiple encounters with him in Wizardry: Tale of the Forsaken Land. And even though he gave us stuff—stuff that actually helped—it's tough to like a punk like him who always seems to be flipping you off.

Caption Contest

You missed this in Input, didn't you? Don't worry; the Caption Contest has a cozy new home on the PS page. You know the drill: Laugh hysterically at a fellow reader's submission for the first pic, then send us your own for the new one, this time from TimeSplitters 2. Send entries to opm@ziffdavis.com with the subject of CAPTION CONTEST.



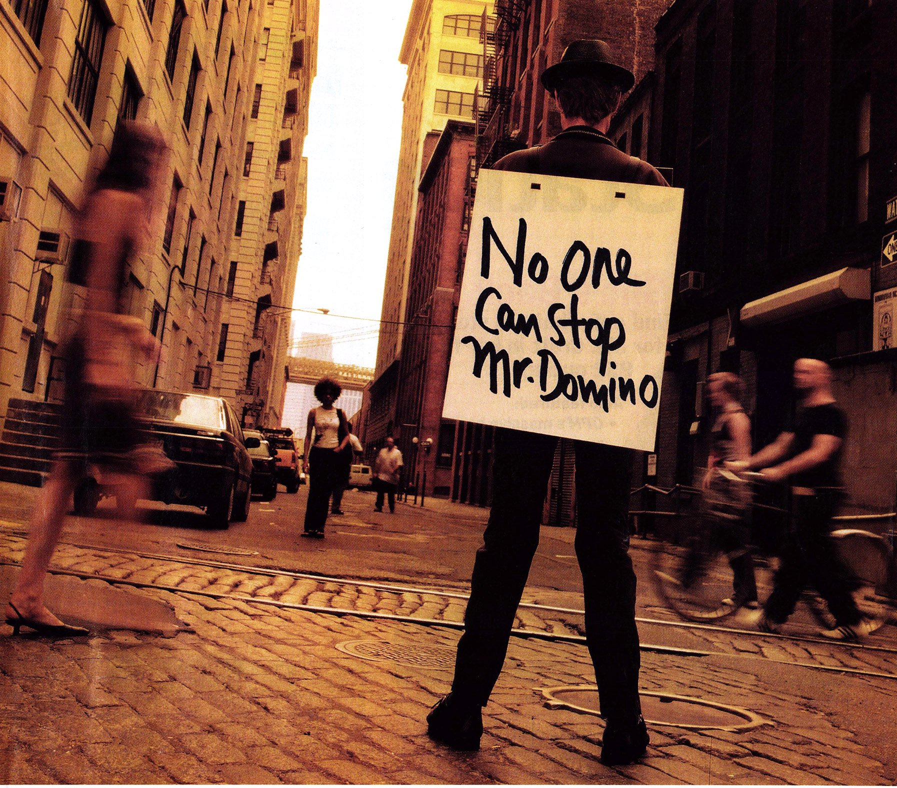
WINNER!
"THE NAME OF THE NEW STAR WARS MOVIE IS WHAT?!"
jonathaniler@juno.com



CAPTION THIS
Monkeys! With guns! There's no way you can't think of something funny for this one. Write us now!

ADVERTISER INDEX

Acclaim Entertainment	61	www.acclaim.com
Bandai	103, 137	www.bandai.com
Capcom	71, 140	www.capcom.com
Columbia House	50a-50b	www.columbiahouse.com
DC Shoes	19	www.dcshoes.com
Ecko Unlimited	42-43	www.eckounlimited.com
Eidos Interactive	4-5, 36-37, 72-73, 87, 138-139	www.eidos.com
Electronic Arts	10-11	www.ea.com
Electronics Boutique/EBWorld	53	www.ebgames.com
Gamespot	135	www.gamespot.com
Infogrames	28-29, 39, 109	www.infogrames.net
Interplay	124-125	www.interplay.com
Koei	91	www.koeigames.com
Konami of America	47, 63, 85	www.konami.com
LucasArts Entertainment Company	22-23	www.lucasarts.com
Midway Home Entertainment	41, 111	www.midway.com
Namco	69	www.namco.com
Radica	89	www.radicagames.com
Sega of America	25, 81	www.sega.com
Sony Computer Entertainment of America	2-3, 13-15, 20-21, 30-31, 49, 56-57, 59, 64-65	www.scea.com
Take 2 Interactive	8-9, 101	www.rockstargames.com
Tecmo	77	www.tecmoinc.com
THQ	35, 83	www.thq.com
Ubi Soft Entertainment	27	www.ubisoft.com
Vivendi Universal - Sierra Entertainment	6-7	www.sierra.com
Working Designs	115	www.workingdesigns.com



Hints, codes, reviews, screen shots, release dates, movies, updated everyday.

Don’t hit start until you hit gamespot.com

GAMESPOT G COM
Where gamers go to know.

© 2001 CNET NETWORKS INC. © 1998 ARTDINK. ALL RIGHTS RESERVED. CHARACTER DESIGN BY © 1997 HAKUHODO INC. ALL RIGHTS RESERVED.

March 2002
On sale Feb. 12

OFFICIAL U.S. PlayStation MAGAZINE

She's Back...

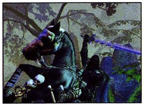
Find out what's in store for Ms. Croft in her first PS2 outing!

Also featured:

- ***OPM*'s massive hardware roundup**
- **Maximo reviewed!**
- **FFX strategy**
- **Hands-on with Hot Shots Golf 3**

February 2002
On sale now

ELECTRONIC GAMING MONTHLY



RPG Mania

There's life beyond FFX. Want proof? Check out *EGM*'s feature on 27 RPGs coming out for every system! Also inside: the latest on the Lord of the Rings games, along with *EGM*'s annual Slick List.

February 2002
On sale now

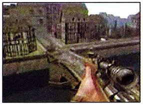
GAMENOW

Smashing!

GameNOW gives Super Smash Bros. Melee the full-on treatment, with a breakdown of moves and secrets along with a big review. Also featured: MGS2, Maximo, 007: Agent Under Fire and FFX.

February 2002
On sale now

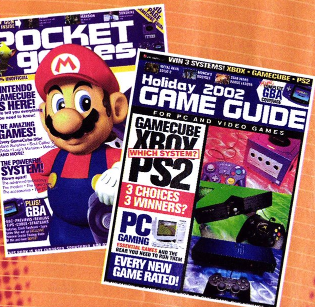
COMPUTER GAMING WORLD



Allied Assault

CGW has an exclusive hands-on look at EA's stunning World War II-era shooter, Medal of Honor: Allied Assault. Even better, they have the world-exclusive demo so you can play it yourself!

Editorial content subject to change

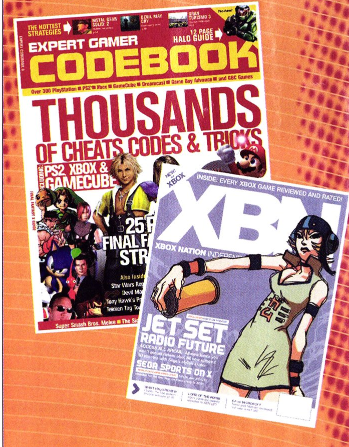


POCKET games
NINTENDO GAMECUBE IS HERE!
THE AMAZING GAMES!
THE POWERFUL SYSTEM!
PLUS! GBA
WIN 3 SYSTEMS! XBOX • GAMECUBE • PS2
Holiday 2002 GAME GUIDE
FOR PC AND VIDEO GAMES
GAMECUBE XBOX PS2
WHICH SYSTEM?
3 CHOICES 3 WINNERS?
PC GAMING
EVERY NEW GAME RATED!

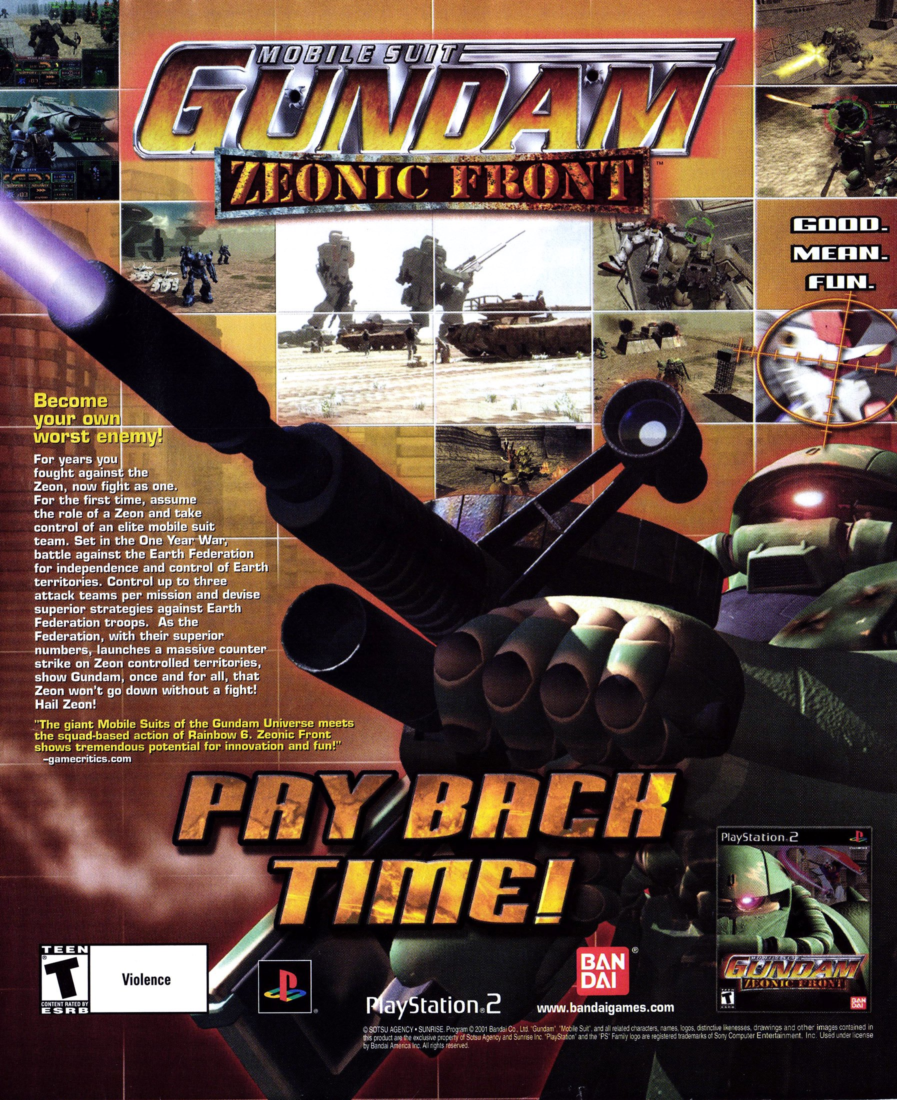
On Sale Now

Only on Newsstands!

From the same people who bring you *EGM*, *GameNOW* and *OPM*, these special magazines can be found only on the newsstands or through back order. Look for *Pocket Games*, *EGM's Holiday 2002 Game Guide*, *Expert Gamer Codebook* and *Xbox Nation* on stands now. You can find these magazines at Borders, Waldenbooks, Barnes and Noble, B. Dalton, Babbages, GameStop, Funcoland, Walmart, Best Buy, Kmart, Target, Walgreens, CVS, Kroger and Safeway.



THE HOTTEST STRATEGIES
12 PAGE HALO GUIDE
EXPERT GAMER CODEBOOK
THOUSANDS OF CHEATS, CODES & TRICKS
PS2 XBOX & GAMECUBE
XBN
XBOX NATION
INSIDE: EVERY XBOX GAME REVIEWED AND RATED!
JET SET RADIO FUTURE
SEGA SPORTS ON X



MOBILE SUIT GUNDAM ZEONIC FRONT™

GOOD.
MEAN.
FUN.

Become your own worst enemy!

For years you fought against the Zeon, now fight as one. For the first time, assume the role of a Zeon and take control of an elite mobile suit team. Set in the One Year War, battle against the Earth Federation for independence and control of Earth territories. Control up to three attack teams per mission and devise superior strategies against Earth Federation troops. As the Federation, with their superior numbers, launches a massive counter strike on Zeon controlled territories, show Gundam, once and for all, that Zeon won't go down without a fight! Hail Zeon!

"The giant Mobile Suits of the Gundam Universe meets the squad-based action of Rainbow 6. Zeonic Front shows tremendous potential for innovation and fun!"
–gamecritics.com

PAY BACK TIME!

TEEN
T
CONTENT RATED BY
ESRB

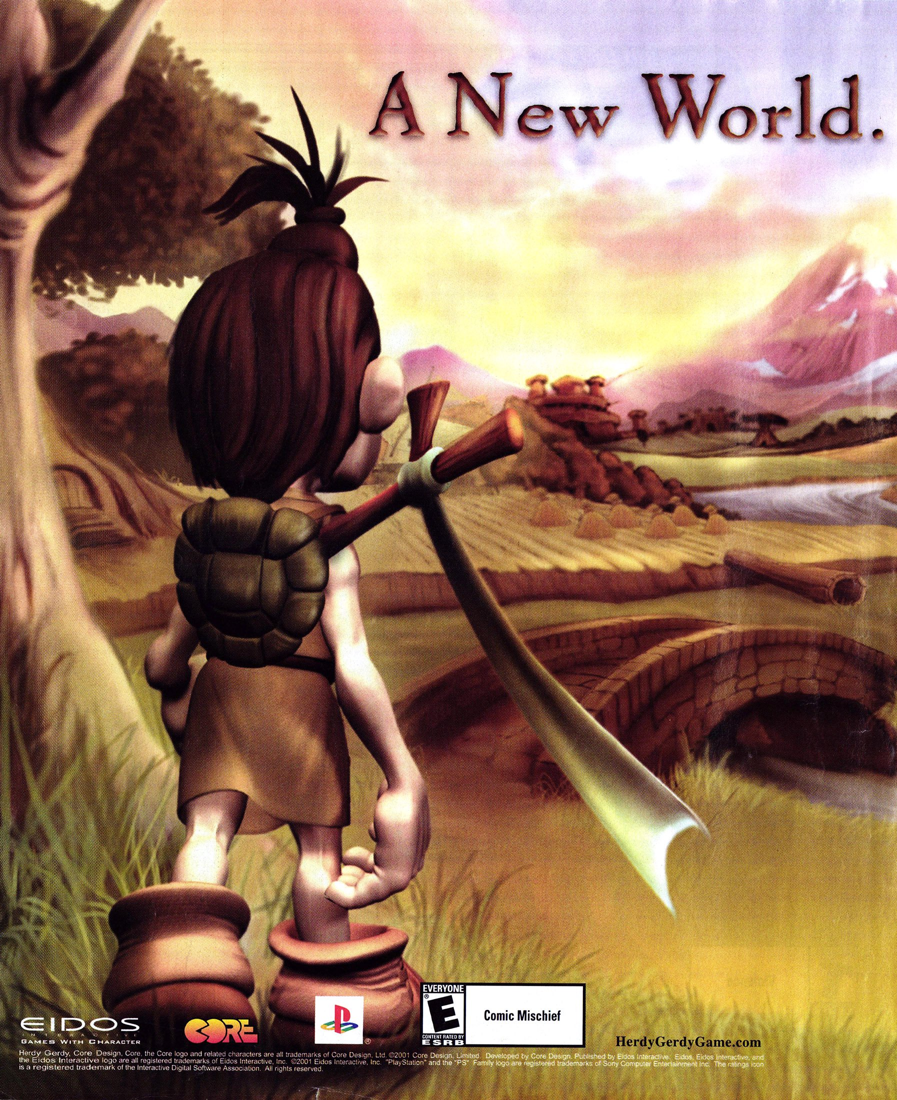
Violence

PlayStation®2

BANDAI®

www.bandaigames.com

© SOTSU AGENCY • SUNRISE. Program © 2001 Bandai Co., Ltd. "Gundam". "Mobile Suit", and all related characters, names, logos, distinctive likenesses, drawings and other images contained in this product are the exclusive property of Sotsu Agency and Sunrise Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment, Inc. Used under license by Bandai America Inc. All rights reserved.


A New World.
EIDOS
INTERACTIVE
GAMES WITH CHARACTER
CORE
EVERYONE
E
CONTENT RATED BY
ESRB
Comic Mischief
HerdyGerdyGame.com

Herdy Gerdy, Core Design, Core, the Core logo and related characters are all trademarks of Core Design, Ltd. ©2001 Core Design, Limited. Developed by Core Design. Published by Eidos Interactive. Eidos, Eidos Interactive, and the Eidos Interactive logo are all registered trademarks of Eidos Interactive, Inc. ©2001 Eidos Interactive, Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. All rights reserved.

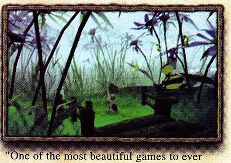
A New Hero.

PlayStation®2

Immerse yourself in a living, breathing world featuring lush environments and fluid animation.

Control a variety of unruly species, each with their own intellects, personalities and behavior patterns.

Embark on an epic adventure designed for the next-generation gamer.



"One of the most beautiful games to ever grace a console...and it's got depth to match its graphics." –PSM

HERDY GERDY™

February 2002

A HERO
WITH HIS HEART
IN THE RIGHT
PLACE.
MAXIMO
Ghosts To Glory
TEEN
T
CONTENT RATED BY
ESRB
Violence
CAPCOM
PlayStation®2

DON'T GET CAUGHT WITH YOUR PANTS DOWN.

Reserve Your Copy Now! www.capcom.maximo.com

©CAPCOM CO., LTD. 2001 ©CAPCOM U.S.A., INC. 2001. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. MAXIMO is a trademark of CAPCOM CO., LTD. Character by ©2001 Susumu Matsushita Company/Master Licensor Dream Ranch Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!